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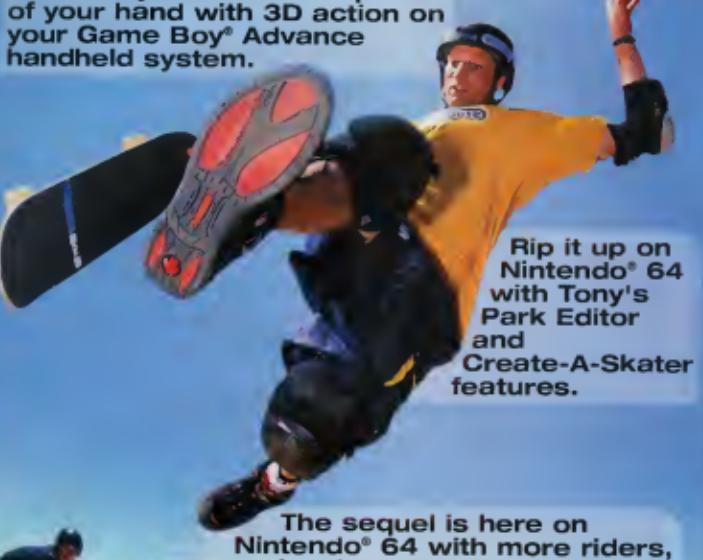
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PLAYER'S PULSE

Boo! Did we scare you? Probably not, but

there are a number of games that seem to do the trick—and to our surprise, the eerie fellow who inspired the most letters was a certain salesman from Majora's Mask! The Write Away, Right Away freethinker is in maximum overdrive, so grab a flashlight and dive in.

BUMP IN THE NIGHT

I'd say that the Skulltulas from Majora's Mask are the scariest creatures I've ever seen. It's literally when you're walking along and a big spider suddenly drops on your head!

Christine Rhody
Cresswood, KY



The thing that haunts my dreams is the Happy Mask Salesman in Majora's Mask. He's got sharp teeth and piercing eyes, and he always hangs out in the shadows with a creepy song echoing in the background. That's one messed-up dude.

Anastynew
Via the Internet

The freakiest boss ever was the thing from Super C. It's so scary, I can't even remember his name.

Jay Rhyno
Via Mail

You mean Red Falcon? Oops, we should have whispered that one.

The scariest monsters are always zombies. They're

even more freaky than my Spanish teacher. You know what would be really scary? Zombies that give you the urge to study Spanish.

Andy Tarsos
Via the Internet
Myawwww! Zombies are eaten
tratando de dar miedo terror!

What about Tingle from the Zelda games? He's a 35-year-old man who thinks he's a fairy, shouts "Tingle, Tingle, Kooleo-Limpah," throws confetti on you and waits for someone to shoot his balloon so he can sell them a map. I don't know about that.

Nathan Elliott
Columbus, WI

The freakiest character has to be Mother Brain. I mean, it's an enormous, drooling, missile-firing, beam-shooting, bulbous-eyed, snaggle-toothed, mutated, demonic brain on a 30-foot-tall, horribly twisted mechanical body!

Brandon Sibley
Pupils, NE

When I first played playing Ocarina of Time, I didn't know anything about the enemies. The first time I saw a ReDead and heard it scream, I was really scared! Now I won't go through

Hyrule Castle Town as an adult ever again.

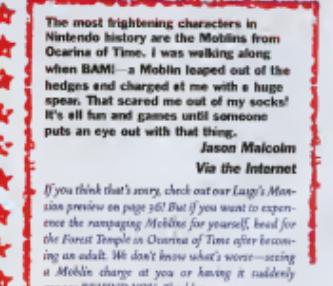
Eric D.
Via the Internet
Not to worry—a quick rendition of the Sun's Song will put those ReDead in their place.

One of the scariest scenes is in Paper Mario, right before you go into Forever Forest. Bowser, a Boo, comes up and starts talking normally, then after a while he screams really loudly. I don't get startled easily, but that was ridiculous!

Chris Neff
Cleveland, MN



LETTER OF THE MONTH



The most frightening characters in Nintendo history are the Moblins from Ocarina of Time. I was walking along when BAM!—a Moblin leaped out of the hedges and charged at me with a huge spear. That scared me out of my socks! It's all fun and games until someone puts an eye out with that thing.

Jason Malcolm
Via the Internet

If you think that's scary, check out Luigi's Mansion preview on page 36! But if you want to experience the rampaging Moblins for yourself, head for the Forest Temple in Ocarina of Time after becoming an adult. We don't know what's worse—seeing a Moblin charge at you or having it suddenly appear BEHIND YOU. Shoulder.



What about Banya-Kaaooie? When you lose all your lives, Grunty steps out of her machine and looks pretty, but Tooty looks like an ugly beast! That was spooky!

Michael Rudnicki
Lawrenceburg, KS



The scariest moment is when you make it to the last boss and realize that you've forgotten to stock up on health items or pick up an important weapon.

Dafwysen
Tremonton, UT

The scariest character? It's gotta be the Great Fairy from Ocarina of Time. I mean, what kind of fairy shoots out of the water and screams like a psycho? Have you seen the way Link looks at her? He has a startled look that says, "Dude, what's going on?"

Charlie Tyrone
Via the Internet



I think the most frightening characters are Wario, Waluigi

and Vlad Diva from NBA Showtime.

Sean Moylehan
Tucson, AZ

Um... Vlad Diva? Sure, he's pretty tall and somewhat hairy, but come on!

The scariest Nintendo scene is in Harvest Moon 64. If you leave your cows in the rain, their eyes bug out.

Claire McClory
Via Mail

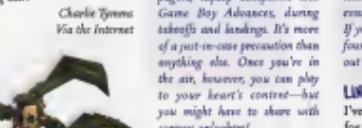
Thanks for all the memories. Now we probably won't sleep for weeks!

UP, UP AND AWAY

I'm going on a trip to Newfoundland, and I'll be flying. It's about an eight-hour trip, so I plan to bring my GBA. But I was wondering if it's safe to bring my GBA on the plane. If I play a game, will it send out radio waves that interfere with the plane's controls?

Travis Anderson
Via the Internet

All major airlines ask their passengers to turn off handheld devices, including cell phones, phones, laptop computers and Game Boy Advances, during takeoffs and landings. It's more of a put-in-case prevention than anything else. Once you're in the air, however, you can play to your heart's content—but you might have to share with various onlookers!



ANSWER UNKNOWN

In Pokémon, Crystal the Lizard looks like the English alphabet. I was wondering if the Japanese version has over 1,800 Unknown to match their alphabet?

Anonymous
Via the Internet

You're right about the Japanese alphabet—it has a lot of characters. In fact, Japanese is written using three different alphabets. That explains why it sometimes takes a while to export Japanese games to other countries—the translation process can take months. The Unknown, however, look exactly the same no matter your Game Boy's country of origin.

BASIC CABLES

In Volume 147, you showed a picture of the GCN from the back. There is a slot for a regular audio/video cable and a second one for a digital video cable. What's the difference? Does it improve the graphics or what?

Anonymous
Via the Internet



The digital audio/video cable will provide improved picture and sound—but only if your television has the proper jacks. If your TV is more than three or four years old, you've probably out of luck.

LINK'S RETURN

I've been a huge fan of Zelda for a long, long time, and think that a Legend of Zelda title on Nintendo GameCube would be the best of the series. Mr. Miyamoto has always put an ultimate effort into these games, and I know the GCN will be able to display massive landscapes, detailed villages and huge, complex dungeons. I can't

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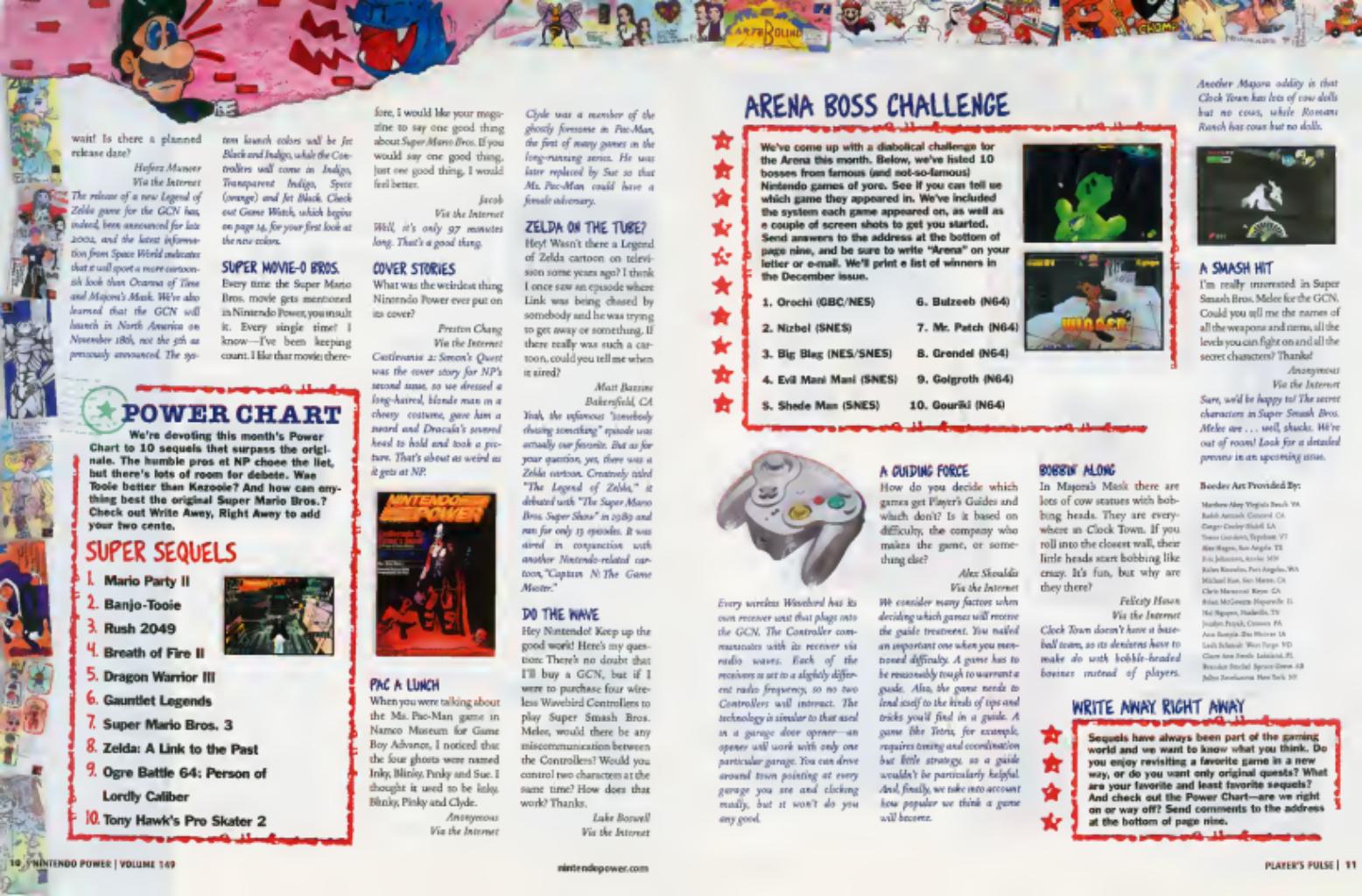
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wait. Is there a planned release date?

Hector Madero
Via the Internet

The release of a new Legend of Zelda game for the GCN has indeed been announced for late 2002, and the latest information from Space World indicates that it will sport a more robust look than *Ocarina of Time* and *Majora's Mask*. We've also learned that *Super Mario* will launch in North America on November 18th, not the 5th as previously announced. The sys-

tem launch colors will be Jet Black and Indigo, while the Controllers will come in Indigo, Transparent Indigo, Space (orange) and Jet Black. Check out *Gamer Watch*, which begins on page 16, for your first look at the new colors.

SUPER MOVIE-O BROS.

Every time the Super Mario Bros. movie gets mentioned in *Nintendo Power*, you insult it. Every single time! I know—I've been keeping count. I like that movie; there-

fore, I would like your magazine to say one good thing about *Super Mario Bros.* If you would say one good thing, just one good thing, I would feel better.

Jacob
Via the Internet
Well, it's only 97 minutes long. That's a good thing.

COVER STORIES

What was the weirdest thing *Nintendo Power* ever put on its cover?

Preston Chang
Via the Internet
Castlevania 2: Simon's Quest was the cover story for NP's second issue, so we dressed a long-haired, blonde man in a chevy costume, gave him a sword and Dracula's severed head to hold and took a picture. That's about as weird as it gets at NP.

Clyde was a member of the ghoulish foresters in *Pac-Man*, the first of many games in the long-running series. He was last replaced by Sue so that *Ms. Pac-Man* could have a female adversary.

ZELDA ON THE TUBE?

Hey! Wasn't there a Legend of Zelda cartoon on television some years ago? I think I once saw an episode where Link was being chased by somebody and he was trying to get away or something. If there really was such a cartoon, could you tell me when it aired?

Matt Barnes
Bakersfield, CA

Yeah, the infamous "Everybody rushing something" episode was actually our favorite. But as for your question, yes, there was a *Zelda* cartoon. Creatively titled "The Legend of Zelda," it debuted with "The Super Mario Bros. Super Show!" in 1989 and ran for only 13 episodes. It was aired in conjunction with another *Nintendo*-related cartoon, "Captain N: The Game Master."



PAC A LUNCH

When you were talking about the Ms. Pac-Man game in Nanco Museum for Game Boy Advance, I noticed that the four ghosts were named Inkly, Blinky, Pinky and Sue. I thought it used to be Inkly, Blinky, Pinky and Clyde. Any thoughts? Thanks!

Luke Borowil
Via the Internet

POWER CHART

We're devoting this month's Power Chart to 10 sequels that surpass the original. The humble prats at NP chose the best, but there's lots of room for debate. Was 100% better than *Knucklez*? And how can anything best the original *Super Mario Bros.*? Check out *Write Away, Right Away* to add your two cents.

SUPER SEQUELS

1. *Mario Party 2*
2. *Banjo-Tooie*
3. *Rush 2049*
4. *Breath of Fire II*
5. *Dragon Warrior III*
6. *Gauntlet Legends*
7. *Super Mario Bros. 3*
8. *Zelda: A Link to the Past*
9. *Ogre Battle 64: Person of Lordly Caliber*
10. *Tony Hawk's Pro Skater 2*



DO THE WAVE

Hey *Nintendo*! Keep up the good work! Here's my question: There's no doubt that I'll buy a GCN, but if I were to purchase four wireless Wavebird Controllers to play *Super Smash Bros. Melee*, would there be any miscommunication between the Controllers? Would you control two characters at the same time? How does that work? Thanks!

Luke Borowil
Via the Internet

ARENA BOSS CHALLENGE

We've come up with a diabolical challenge for the Arena this month. Below, we've listed 10 bosses from famous and not-so-famous Nintendo games of yore. See if you can tell us which game they appeared in. We've included the system each game appeared on, as well as a couple of screen shots to get you started. Send answers to the address at the bottom of page nine, and be sure to write "Arena" on your letter or e-mail. We'll print a list of winners in the December issue.

1. Orochi (GBC/NESS)	6. Bulzeeb (N64)
2. Nizbel (SNES)	7. Mr. Patch (N64)
3. Big Blag (NES/SNES)	8. Grendel (N64)
4. Evil Mani Mani (SNES)	9. Golgoroth (N64)
5. Shdede Man (SNES)	10. Gouriki (N64)



A SMASH HIT

I'm really interested in *Super Smash Bros. Melee* for the GCN. Could you tell me the names of all the weapons and items, all the levels you can fight on and all the secret characters? Thanks!

Anonymous
Via the Internet

Sure, we'd be happy to! The secret characters in *Super Smash Bros. Melee* are... well, shock. We're out of room! Look for a detailed preview in an upcoming issue.



A GUIDING FORCE

How do you decide which games get Player's Guides and which don't? Is it based on difficulty, the company who makes the game, or something else?

Alex Skoldaf
Via the Internet

We consider many factors when deciding which games will receive the guide treatment. The Controller communicates with its receiver via radio waves. Each of the receivers is set to a slightly different radio frequency, so no two Controllers will interact. The technology is similar to that used in a garage door opener—an opener will work with only one particular garage. You can drive around town pointing at every garage you see and clicking madly, but it won't do you any good.

BOPPIN' ALONG

In *Majora's Mask* there are lots of co-op statues with bobbing heads. They are everywhere in Clock Town. If you roll into the closest wall, their little heads start bobbing like crazy. It's fun, but why are they there?

Felicity House
Via the Internet

Clock Town doesn't have a bopping team, so its denizens have to make do with bobbing-headed bosses instead of players.

Booster Art Provided By:
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Rabbi Attardo Concord, CA
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WRITE AWAY, RIGHT AWAY

Sequels have always been part of the gaming world and we want to know what you think. Do you enjoy revisiting a favorite game in a new way, or do you want only original sequels? What are your favorite and least favorite sequels? And check out the Power Chart—are we right on or way off? Send comments to the address at the bottom of page nine.

ARTIST'S GALLERY

A bright, bold Chrono and a smirking Waluigi highlight the Artist's Gallery this month. Be sure to write your name and address on the back of any art you send us, and always use color in your work. Ink and pencil drawings don't show up well in the mag. Finally, don't forget to send your art showcasing rare and overlooked games. We'll print our favorites in the December issue.



Candy Lu • Sammerville, Georgia



Kevin Tuerlings • Richmond, British Columbia



Matt Mirkovich • Atlanta, Georgia



WALUIGI

Kyle Hudson • Danville, Virginia



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Shawn Snelson, PRO TOUR MAGIC PLAYER

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Thomas Miller, PRO TOUR MAGIC PLAYER

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Before Yesterdays



Harry Potter & the Sorcerer's Stone



Macbeth



Devon Micro Freestyle BMX 2



Also this month:
Tony Hawk's Pro Skater 3
Racing Fever
Soul Calibur 2
Sports Illustrated For Kids Beavertail
Donkey Kong Racing



FINAL NORTH AMERICAN LAUNCH PLANS FOR GCN

Gamers, mark your calendars. Nintendo of America has finalized plans for launching the powerful Nintendo GameCube console in the United States and Canada. On November 18th, 700,000 GCN units will be available in two colors. Hoping to avoid the problems that competitors have faced at launch, Nintendo decided to delay the launch by two weeks and increase the number of available GCN consoles by more than 25%. An additional 100,000 Nintendo GameCube consoles will be available by the busiest shopping weekend of the year as a result of the slight delay. The suggested retail price of \$199.95 remains unchanged. Supplies of the first GCN games will also be higher than if the system had launched earlier in the month.

Nintendo GameCube will first appear in the North American market in Jet (black) and Indigo (blue) versions. In Japan, a third color, called Spice (orange), will be available. Separate controllers in North America will be available in Jet, Indigo and Spice at a suggested retail price of \$34.95. Launch titles from Nintendo include Luigi's Mansion and Wave Race: Blue Storm. Phumon will be released just one day after the launch on November 19th. All three games carry a

suggested retail price of \$49.95. Gamers should look for Super Smash Bros. Melee and Eternal Darkness: Sanity's Requiem on December 3rd. Many third-party publishers also plan to meet the launch target with their games. See Wario: Rogue Squadron II: Rogue Leader, Super Monkey Ball, Madden NFL 2002, SSX Tricky, FIFA Soccer 2002, NHL Hitz 2002, NFL Blitz 20-20, All-Star Baseball 2002, Dave Mirra Freestyle BMX 2, Extreme-G 3: Racing, NFL Quarterback Club 2002 and Crazy Taxi are all planned launch titles. That's the best lineup in Nintendo console launch history, and Activision, Ubi Soft, Kemco, Interplay and other publishers are working around the clock to bring you the most impressive first-generation library of games ever seen on a home console.

WARIO LAND 4



WARIO GOES FOR THE GOLD

When Wario stumbles upon a golden pyramid in the jungle, he can't help but charge right in to explore the amazing find and search for treasure. That's how Wario's fourth adventure begins. Remarkable graphics and excellent sound set the stage for Wario's first performance on Game Boy Advance, and the game play in Wario Land 4 is just as freaky and fun as every preceding Wario journey has been to date.

THE RICHES OF WARIO

Virtually all of Wario's considerable abilities are available to you right from the start in the Hall of Hieroglyphs. Wario's patented charge, stomp, throwing moves, crawl, slide and punch are demonstrated in hieroglyphs on the walls to teach newbies

how to get around. Although Wario is bent on getting rich, players have to find four gems then find the key to the next stage and race to the exit after hitting a timer. At the core of the pyramid are four tunnels leading to four big worlds that Wario must clear before heading off to meet the big baas. As always, Wario takes on silly forms. Among his other skills, he can fly like a bat, bloop up like a balloon and flatten out like a pancake. There are puzzles, boss fights, races against the clock and much more.



minigame costs a pretty penny to enter. You can visit an item shop, as well, and stock up on useful stuff, such as an Apple Bomb, a Blar Cannon, a Vizorman, a Bugle or a Smile. You'll need to collect special medals that allow you to use the special items, however.

MONEY TALKS

With all the talk about Nintendo GameCube, it might be easy to ignore what's happening this fall with Game Boy Advance, but that would be a mistake. Wario Land 4 is one of the best platformers yet for Nintendo's advanced handheld. It features some of the best sound and music of any GBA title so far, and it looks like a million bucks. Keep an eye out for Wario to hit the stores during the busy holiday shopping season at the end of November. You'll be glad you did.

MINIFUN MADNESS

Between treasure hunting stages, Wario can earn points in the minigames. Try your hand at such activities as Wario's Homerun Derby, The Wario Hop and Wario's Roulette, but keep in mind that you have to spend money to play. Each



SHOW HIM THE MONEY...

FIRST PLAY

HANDS-ON PREVIEWS OF UPCOMING GAMES

UBI MEANS FUN IN THE SUN

In early August, Ubi Soft held a gaming day in Hawaii to showcase its upcoming games for the fall and 2002. In an earlier announcement, Ubi stated that 19 Nintendo GameCube titles were in the works but identified just three. Development versions of Batman: Vengeance and Tazaan: Untamed are impressive. Both are powered by the Open Spaces gaming engine—the same engine that drives Disney's Donald Duck: Goin' Quackers. Tazaan: Untamed combines extreme sports mini-games with a 3-D platformer. The extreme elements include bungee jumping, surfing and water skiing. The goals are to collect animal helpers and to save the apes.

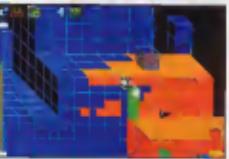
Batman: Vengeance is based on the New Batman Adventures animated series, and the game graphics in the 3-D world look surprisingly sharp and sophisticated. Game play ranges all over Gotham, featuring hand-to-hand combat in arenas with rotating cameras, the Dark Knight's cool



vehicles and even cooler gadgets, such as the BungeePole, Batscope and Batswing. Ubi Soft plans to release both GCN games by the end of 2001 or at early 2002.

Bonx is Ubi's impressive GBA follow-up to Rayman Advance. It's a racing game set in a weird world of cubes and isometric 3-D perspectives. Players scavenge to the finish line along with competing Bonx, meeting fiendish traps and enemies along the way. You can blow up the competition with missiles or rely on countless obstacles to slow down your fellow racers. Such options make Bonx something of a Kart-style game,

although the graphics are as far from Mario Kart as you can get. Bonx is a solid game that should raise some eyebrows when it's released in the fall.



TONY'S TANTALIZING TREAT

Game series that pack excitement and quality into every new version, like Tony Hawk's Pro Skater, are rare beasts indeed. So it is with real pleasure that Game Watch announces the impending release of Tony Hawk's Pro Skater 3 for Nintendo GameCube. And the most amazing part of the story is that Activision may launch the monster boarder by the end of the year. The first-ever screen shots for THPS3 for GCN show the incredible graphics. The game will also contain 33 pro slams, truly massive levels of real world locations, a spectacular new Career Mode and awesome rewards.



SPACE WORLD OVERFLOW

We didn't have enough space in the Space World 2001 article to show you all the great images from the show. So, we're dedicating the Game Watch Gallery to highlights from the video reel. The eye candy looks as nutty as anything that was playable at the show, but the games featured in video clips only won't feed your GCN appetite until sometime in 2002 or beyond. The shots of Metroid Prime reveal elements of play control, not to mention



1080° Snowboarding for GCN



Metroid Prime



Disney's Mickey for GCN



Donkey Kong Racing



Soul Calibur 2



Donkey Kong

N-SIDER NEWS

BREAKING NEWS IN THE WORLD OF GAMES

NEW FROM NAMCO

Namco hasn't made an official announcement on Nintendo GameCube projects for North America yet, but the Japanese parent company recently announced that its major titles would appear on GCN in the future. Two of the earliest projects will ring bells for fighting and racing fans. *Soul Calibur 2* and *Ridge Racer* are headed to Nintendo's next gen console. The amazing footage of *Soul Calibur* shown at Space World was almost enough to make you

EA's Harry Potter and the Sorcerer's Stone carefully follows the first novel in the Harry Potter series. The hands-on version that we saw at Game Watch was nearing completion and looked very promising. Players will attend classes, such as Defense against the Dark Arts. You'll learn to cast spells then move on to class challenge action sequences. There's adventure, danger, humor and all the great characters from the book and movie. We'll have a preview of Harry Potter next month.

JUST FOR KIDS

BAM! Entertainment has put together a 3-D baseball game for Game Boy Advance with the Sports Illustrated for Kids license. The license may not bring anything but recognition to the game—the teams and players are fictitious, so you won't find Barry Bonds or Ichiro in the game. You can build your own team and even play against friends in Season or Exhibition games. The 3-D system gives you more realism than you would find in most handheld baseball games, but the play is limited to few strategic options and play control is slow, making the game less of a simulation and more of a simple diversion for young players. The name, Sports Illustrated for Kids Baseball, says it all.



Sports Illustrated for Kids Baseball



Tekken Advance

want to move across the Pacific, but don't pack your bags just yet. We'll bring you the official word from Namco on the fate of both games in North America as soon as possible. Namco did have an official statement on *Tekken Advance*, however. The game will be released in North America in November. A quick test-battle at Space World confirmed that the hit fighter retains its great moves, characters and graphics for the Game Boy Advance version.

THE MAGIC OF HARRY POTTER

From Hogwarts' midnight ride, which brought Harry to the Dursleys' doorstep, to Harry's exploration of Hogwarts School,



Harry Potter & the Sorcerer's Stone

PUNCHLINES

Boxing Fever for GBA from Majesco is an arcade-style boxing game that features fictional pugilists in boxes around the world. Player characters appear only as a pair of boxing gloves, but their opponents appear as



Boxing Fever

large characters (and good targets) on the screen. The five modes include Single Event, Championship, Survival, Two-Player Fight and Training. It's easy to pick up and get into the fight, but it may take some training to win the championship. Majesco should have Boxing Fever ready to be released by October or November.

THE POCK AND THE ROCK

Pocky & Rocky with Beaky is Natsume's first Game Boy Advance game, but Super NES fans will remember an earlier *Pocky & Rocky*



Pocky & Rocky with Beaky

title from years ago. Those players will be reminded of the action-oriented game play of the original P&R if they pick up the new GBA adventure. It's a refreshingly simple adventure for all ages, and Natsume hopes to release the game in November.

NEWS FINAL

Kemco's *Phalanx* for Game Boy Advance is a quick and clean space shooter for everyone. Good graphics and precise play control make for a winning combination. *Mech Phalanx* is an even bigger sci-fi strategy game for GBA from Konami. Players build and command units, collect raw materials and battle alien troops *StarCraft*-style. There are tons of missions and surprisingly good graphics.

nintendopower.com

GAME WATCH FORECAST



Activision

Konami

With *Advance Wars* already out and *Mech Phalanx* on the way, strategy games will be busy this fall.

Acclaim has a special treat for BMX fans. *Dave Mirra* will bring his high-wheeling excitement to GCN this November when *Dave Mirra Freestyle BMX 2* is launched.

Having sold over nine million copies of its



Dave Mirra Freestyle BMX 2

JumpStart series of educational titles in the PC market, Knowledge Adventure plans to expand to GBC this fall beginning with *JumpStart Dino Adventure/Feld Trip*. The platform game will cover important early education topics, such as letters, numbers, shapes and pattern recognition.

Konami has announced the development of *Zone of the Enders 2173: Testament* for GBA, in which players control an army of fighting vehicles and giant robot LEVs in a 2-D, turn-based action game. Players can upgrade and customize units between turns.

From Taito comes news of a new sales program that can benefit gamers. The 2xS program covers all of Taito's GBC games, including *Hercules*, *Rax*, *Xena*, *Hands of Time*, *Top Gun*, *RoboCop* and 3-D Pool All-Stars. To get free stuff and games from Taito you'll have to purchase two 2xS games then send Taito the UPC codes. Check out Taito's website at www.taito-games.com for details.

NP is keeping a close watch on some upcoming games, including *Planet of the Apes* for GBC from Ubi Soft, *Yu-Gi-Oh!* (the card game and video game in Japan) from Konami and *NFL Blitz Special Edition* for the N64 from Midway.

GAME BOY ADVANCE

AKERBLA'S ACE	GRANNY'S GALLERIES	SCOOT-POP AND THE CYBER CRASH
AKIKO-KATOKO'S	HARRY POTTER AND	SHAMAN'S PRIDE
ONIBI'S REVENGE	THE SORCERER'S STONE	SPIDER
BOKE	JAPANESE PARK VS ISLAND ATTACK	SPIDERMAN
BOOGIE FEVER	LEAPING LIZARD	SPIDERMAN: SPIDER-VERSE
BREATH OF FIRE	LEAPING LIZARD 2	SPIDERMAN: SPIDER-VERSE
CALIFORNIA PRANCE	LEAPING LIZARD 3	SPORTS ILLUSTRATED 40: BASEBALL
CHAKA'S COOT	LEAPING LIZARD 4	SPORTS ILLUSTRATED 40: FOOTBALL
CHAKA'S LABORATORY	LEAPING LIZARD 5	SPIDER-MAN SPIDER-VERSE
CHAKA'S RONG PASH	LEAPING LIZARD 6	SPIDER-MAN SPIDER-VERSE
CHAKA'S ATLANTIS	LEAPING LIZARD 7	SPIDER-MAN SPIDER-VERSE
CHAKA'S LOST SHIP	LEAPING LIZARD 8	SPIDER-MAN SPIDER-VERSE
CHAKA'S COCONUT CRACKERS	LEAPING LIZARD 9	SPIDER-MAN SPIDER-VERSE
CHAKA'S COCONUT CRACKERS	LEAPING LIZARD 10	SPIDER-MAN SPIDER-VERSE
CHAKA'S COCONUT CRACKERS	LEAPING LIZARD 11	SPIDER-MAN SPIDER-VERSE
CHAKA'S COCONUT CRACKERS	LEAPING LIZARD 12	SPIDER-MAN SPIDER-VERSE
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CHAKA'S COCONUT CRACKERS	LEAPING LIZARD 170	SPIDER-MAN SPIDER-VERSE
CHAKA'S COCONUT CRACKERS	LEAPING LIZARD 171	SPIDER-MAN SPIDER-VERSE
CHAKA'S COCONUT CRACKERS	LEAPING LIZARD 172	SPIDER-MAN SPIDER-VERSE
CHAKA'S COCONUT CRACKERS	LEAPING LIZARD 173	SPIDER-MAN SPIDER-VERSE
CHAKA'S COCONUT CRACKERS	LEAPING LIZARD 174	SPIDER-MAN SPIDER-VERSE
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CHAKA'S COCONUT CRACKERS	LEAPING LIZARD 196	SPIDER-MAN SPIDER-VERSE
CHAKA'S COCONUT CRACKERS	LEAPING LIZARD 197	

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Entertainment Software Rating System

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	Teen
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Not that long ago, in a nearby room with a television set... You played the original *Rogue Squadron* on your N64 and dreamed you were in the classic *Star Wars* films that inspired the game. Rebel programmers from LucasArts and Factor 5 have since received secret development kits for Nintendo's ultimate weapon, the Nintendo GameCube. A console with enough power to destroy the graphical boundaries between cinema and video games...

STAR WARS[®]
ROGUE LEADER
ROGUE SQUADRON. II

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FORCEFUL GAME PLAY

It was no Jedi mind trick—the mesmerizing graphics in the demo version of *Rogue Leader* drew throngs of gamers to one corner of an already jam-packed Nintendo Booth at E3. Attendees who were lucky enough to get their hands on a Controller knew they were returning to the familiar universe of *Rogue Squadron*, but nothing could have prepared them for the cinematic intensity of the game play. The hyperrealistic, beautifully textured graphics support 480p HDTV. Pitch-perfect sound effects and a rousing score in five-channel, Dolby surround sound will set your spine a-twitching. The technical accomplishments are amazing, but improved game features and movie-oriented missions are the main reasons to rejoin the squadron. It's time for a preflight check as your X-Wing is prepped for take-off.



Get as close and personal with an Imperial Star Destroyer. A Factor 5 designer spent weeks creating the massive ship.



You'll be able to check out your ship before you blast off by moving your pilot around the cockpit. A first-person camera will allow you to view the cockpit's intricate textures. Each of the game's hangars is appropriate for its mission.



The tiny soldiers on Hoth show the incredible level of detail in *Rogue Leader*. You'll probably be moving so fast that you'll barely see the ground, but, trust me, they look authentic.



The familiar ships from *Rogue Squadron* are back, along with a few new vehicles. Can you guess what type of craft is shown above?



You may will probably drop the first time you try into the Cloud City on Bespin (Unturnable), the Inter-missions and TIE Fighters won't offer you much time for sight-seeing.

ROGUE LEADER'S IMMERSIVE GRAPHICS AND SOUND WILL DROP YOU INTO A COCKPIT AND SEND YOU RACING THROUGH A GALAXY FAR, FAR AWAY.

THE SQUADRON'S GOT YOUR BACK

The sequel to the N64's Squadron is called Rogue Leader for a reason. You'll be able to assign tasks to your wingmen and ground troops mid-mission. A tap on the Control Pad will bring up a cross icon in the left corner of the screen. You'll press the corresponding part of the Control Pad to issue an order. If you are attacking a ground installation protected by TIE Fighters, for example, you could send your wingmen to intercept the TIEs while you find your targets. During certain missions, you'll also be able to direct ground troops to take out Imperial forces at critical moments. The command options will allow you to experiment with different tactics and will ultimately help you earn medals. After you pick up a special power-up in the game, you'll be able to send your wingmen after specific enemies when you pinpoint them on your Targeting Computer.

At various points in each mission, you'll be able to order wingmen to do the bidding. This command icon in the upper left-hand corner will constantly give you three or four options.

**NEW FEATURES LIKE
INTERACTIVE WINGMEN
AND A TARGETING
COMPUTER ADD
GREATER AUTHENTIC-
ITY TO THE GAME'S
MISSIONS.**



In the Hoth mission, you'll have to compete with grand forces that can aid you in destroying AT-ATs, or hold them at bay while you do the job yourself.



STAY ON TARGET



The Targeting Computer is invaluable for keeping your targets to within range of your attack. Targets that are valid in the mission appear in yellow as the computer or screen.



Many of the missions have large objects with smaller targets on them. The Targeting Computer will help show you where to direct your Laser Cannons.

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EMPIRE WRECKER

Just like Rogue Squadron, Rogue Leader is a mission-based game that requires you to complete preset objectives before you can progress. Unlike the original game, Rogue Leader allows you to play missions that recreate events from Episodes IV through VI, starting with the climactic Death Star battle at the end of *A New Hope*. In the game's main mission, you'll play as either Luke Skywalker or Wedge Antilles, the two best fighter jocks in Rogue Squadron. In bonus missions—such as an asteroid field mission that involves the Millennium Falcon—you'll be able to play as a variety of different characters and use several new ships. LucasArts would like to keep many of the missions secret until the game's release, but we can give you the scoop on four varied battles.

DEATH STAR



The mission over the monstrous Death Star follows the movie so closely that you may find yourself reciting Luke's lines.

RAZOR RENDEZVOUS



There will be plenty of huge space battles in Rogue Leader, including a D-Wing assault on a Star Destroyer. The level of detail on the Imperial ship is mind-boggling.

HOH BATTLE



Luke's heroic attack against four-legged Imperial AT-ATs in *The Empire Strikes Back* comes to life in an early mission in the game. Put your humble Speeder to good use.

RAID ON BESPIN



The mine, and space-plane of Bespin is the setting for a high-speed assault on the occupying Imperial forces. It's a classic space town between TIE Interceptors and A-Wings.



The second part of the Bespin mission takes place over Lorda Calrissian's Cloud City. The metallic skyscrapers conceal many hidden gas and Imperial Stormtroopers.



MANY OF THE MISSIONS IN ROGUE LEADER ARE TAKEN DIRECTLY FROM THE MOVIES THAT INSPIRED THE GAME. YOU'LL FINALLY BE ABLE TO PARTICIPATE IN SEVERAL EPIC BATTLES.

RADICAL RIDES OF THE REBELLION

You're probably familiar with most of the ships in *Rogue Leader*, but you certainly have never seen them rendered in such fine detail. You'll be able to look them over in the hangar in a first-person camera mode using the C Stick before you take off for your mission. The tight control from *Rogue Squadron* remains intact in the new game, but the quality of the sounds and graphics has been improved exponentially. No ship is perfect for every mission, so each mission assigns you the appropriate craft to get the job done. After you complete a mission, you'll be able to replay it using different fighters.

A-WING



The A-Wing is the Alliance's fastest fighter and also its least stealth. The arrowhead-shaped craft is ideal for hot-and-fast strikes, and deals with the Empire's heaviest defenses. The Interceptors...



X-WING

The X-Wing is the standard fighter of the rebel Alliance—for a very good reason. It has average speed, average power and average maneuverability, but its middle-of-the-road performance makes it outstanding in the most important category of all: heating and destroying the fighters.

B-WING



It's cold, but it carries so much firepower that you won't last long enough to touch it. Like the X-Wing, the B-Wing has adjustable fins that open before it fires its laser cannons.



SPEEDER



Speeders are used strictly for close-in support in land wars. They're particularly fast or powerful, but their maneuverability and durability are lacking. They may not make them easy to catch for AT-ATs, *Rogue Leader* features a new rotating combat angle when you engage the hyperspace.

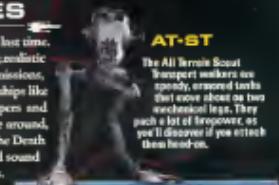


DARK FORCES

The Empire's ace pilots are back, and they're a lot smarter than they were the last time. TIE Fighters and other Imperial craft have improved AI to make dogfights more realistic and challenging. There are a lot more of them to fight, too. In some of the space missions, you may find yourself overwhelmed by enemy squadrons as they attack Rebel ships like swarms of locusts. Instantly detailed ground forces—such as Stormtroopers and gigantic AT-ATs—will light up the skies with blaster fire. Of course, this time around, you'll also have to take on massive Star Destroyers—and a little thing called the Death Star. In all the battles, you may be inclined to coh and whi over the visuals and sound effects before you roll up your sleeves and turn in medal-winning performances.

AT-ST

The All-Terrain Scout Transport walkers are the Empire's mobile fortresses that can roll on two mechanical legs. They pack a lot of firepower, so you'll discover if you attack them head-on.

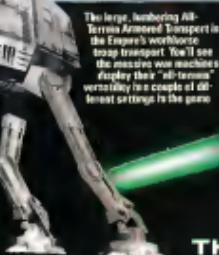


TIE INTERCEPTOR



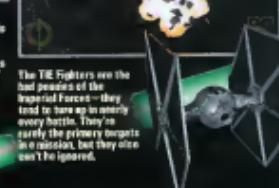
The TIE Interceptor is a high-speed variation of the TIE Fighter. They have virtually no shielding, but their speed and agility make them very difficult to target and tough to shake when they get on your tail.

AT-AT



The large, lumbering All-Terrain Armored Transport is the Empire's workhorse ground troops. You can see the massive vehicles because they display the "all-terrain" versatility in a couple of different settings in the game.

TIE FIGHTER



The TIE Fighters are the bad pencils of the Imperial Forces—they tend to turn up in nearly every mission. They're not the primary targets in a mission, but they also can't be ignored.

WE'RE ON THE LEADER

There are many cool new features in *Rogue Leader*—such as a training mode and an innovative time element that works with the Nintendo GameCube's internal clock—but you'll need to wait a few weeks before the full force of the game is unveiled. Until then, practice targeting Womp Rats. ☺

SPACE WORLD 2001

NINTENDO POWER EXCLUSIVE REPORT



NINTENDO'S ANNUAL SPACE WORLD 2001 EXPO WAS A COLORFUL CIRCUS OF GAMES, NEWS, PREVIEWS, CONTESTS, GIVEAWAYS AND TEAMING MASSES OF GAME FANS PACKED INTO THE CONVENTION HALL LIKE AN ARMY OF EXCITED PIKMIN ON A MISSION.



A: Star Fox Adventures/Dinosaur Planet B: Space World 2001 C: Super Smash Bros. Melee D: Pikmin



Star Fox Adventures/Dinosaur Planet. TM & ©2001 Nintendo Park.任天堂 logo is a trademark of Nintendo.

LAND OF THE RISING FUN

At Makuhari Messe near Tokyo last August, Japanese gamers made the most of their first chance to hold the Nintendo GameCube Controller by walking Luigi through his ghost-infested manor, leaping into battle in Super Smash Bros. Melee and race-

ing through stormy seas in Wave Race: Blue Streak. Space World 2001 boasted the largest lineup of playable GCN titles to date—one hundred Nintendo GameCube units running 17 titles from Nintendo and third-party publishers. There was a treasure

nintendopower.com

STEP UP TO NINTENDO GAMECUBE

The incredible Nintendo GameCube screen shots may speak for themselves, but they're only half the story until you actually pick up the GCN Controller and start playing the games for yourself. Nintendo's awesome lineup at Space World 2001 included Super Smash Bros. Melee—the crowd favorite—Luigi's Mansion, Pikmin, Star Fox Adventures: Dinosaur Planet, Animal Bancho, Eternal Darkness, Wave Race: Blue Storm and Animal Forest Plus. There were impressive titles from Sega, Electronic Arts, Hudson, Kemco and a Japanese publisher, simply named Software, and its RPG entitled Rune. Several other jaw dropping games were shown in video footage, including Kemco's Batman: Dark Tomorrow, Soul Calibur 2 from Namco, Rare's Donkey Kong Racing and Nintendo's 1080° Snowboarding for GCN. We've got pics of all 17 demo games, and you can check Game Watch for peeks at some of the video-only titles. Although it is likely that many of the games listed above will reach North America during the next year, some of them have not been officially announced at this time. A number of launch games, including Star Wars Rogue Squadron II: Rogue Leader weren't shown at Space World 2001.



A: Bomberman Generations B: F-Zero GX 2002 C: Luigi's Mansion D: Wave Race: Blue Storm E: Star Fox Adventures 2 F: Aku, one of the roiling, rolling monkeys from Super Monkey Ball, greeted visitors at Space World with a smile and a challenge to play Sega's funfest launch title for GCN.

CONNECTING WITH MIYAMOTO

Nintendo's Shigeru Miyamoto introduced the next step in cross-platform gaming at Space World when he demonstrated two ways to play games using linked Nintendo GameCube and Game Boy Advance systems. In the first example, Mr. Miyamoto showed a GCN Kirby game that he controlled using a GBA with a special tilt-sensor Game Pak. By tilting the GBA unit equipped with the special Pak, he controlled the game, which appeared on the TV and on the GBA screen. When Kirby fell off the platform on the TV screen, he landed on a lower platform on the Game Boy Advance screen from which he could pop back up to the TV when he reached a jump pad. The tilt-sensor Pak was just one example. Using various types of specialized Game Paks, you could create a wide range of custom GCN Controllers out of your GBA for use on

Nintendo GameCube.

Mr. Miyamoto's second example of how Nintendo's two video game systems can connect introduced Animal Forest Plus for GCN. Players can take a host from the GCN game to an island that appears on the GBA screen. The GBA island is a transfer point. Once characters are on the island, they can travel (in the GBA) to another copy of Animal Forest Plus for a visit. There is also a paint program option in the GBA island where players can create their own colorful textures for clothes and signs. In both cases, the innovative connection between the GBA and Nintendo GameCube adds excitement and depth to the gaming experience. Mr. Miyamoto assured his appreciative audience that the two examples are just the tip of a very large and cool iceberg.



The top picture represents the special tilted as it appears on GBA while the lower screen shot shows Animal Forest Plus on Nintendo GameCube.

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POWER PICKS

All the GCN games looked great, but some were hotter than others. We loved Luigi's Mansion, Super Smash Bros. Melee, Wave Race: Blue Storm, Pikmin and Virtua Striker 3. *Sonic Adventure 2*, *Phantasy Star Online*, *SSX Tricky* and *Rane* needed a little polishing. *Star Fox Adventures*, *Dinosaur Planet* was the most improved game from 13.



A. *Phantasy Star Online* B. *Virtua Striker 3* C. *Animal Crossing* D. *Enormous orange rats invade Space World for the second year in a row!* Actually, the giant rodent is Ham-Taro, a popular Nintendo character in Japan. In spite of the hamster's size, the war-torn space seems a bit surprised to see Ham-Taro hiking around on *WarioWare* E. *Animal Forest Plus* F. *SSX Tricky* G. *Universal Studio's Theme Park* H. *Super Monkey Ball* I. *Rane* J. *Mario and Friends cruise the floor*

SONIC'S DAD

Ten years after Sonic first sprinted onto the scene and instantly became synonymous with Sega, Nintendo Power met with Yuji Naka, the creator of Sonic and the president and CEO of Sonic Team, one of Sega's premier game development studios. The historic meeting took place at Space World, where three of Naka's games were blasting players into fits of gaming bliss... on Nintendo's next generation platforms. Consider it a sign of how much the gaming world has changed over the past year.

Like Mario, Sonic is the unique creation of a talented game designer, but Yuji Naka didn't pull Sonic out of a hat. In fact, when Naka-san went looking for a job after high school, his first choice was Namco (we expect Namco is still shaking its corporate head over missing the opportunity). He ended up going to Sega, where he hoped to work on arcade games. That dream was realized 17 years later when he created *Samba de Amigo*, the hit game that uses maracas for controllers. In fact, his first programming project was a little-known

SG-1000 title called *Girls' Garden*, in which the female hero collected flowers to give to a boy while avoiding enemy bees and bears.

When Naka-san's talent for creating unique game play became apparent at Sega, he began directing and producing projects, such as *Sonic the Hedgehog* and *Nights*. "I had the idea to make a character sort of like Mario," Naka-san told us about the creation of Sonic. "I studied Mario, but I didn't want to be in competition with him. Instead, I made a very fast style game.

interviewpower.com

ADVANCING GAME BOY

NP has been reporting on upcoming GBA games for months, but many of the titles in development in Japan had been under wraps until they appeared for the first time at Space World. More than 50 GBA titles from virtually every major publisher appeared in playable form. Nintendo's *Super Mario Advance* featured a gorgeous recreation of *Super Mario World* along with a new *Mario Bros.* multiplayer game. *Golden Sun*, *Fire Emblem*, *Luna Blade* and *Bartland*—all from Nintendo—enflamed the imaginations of RPG fans while action buffs headed for trial runs of *Diddy Kong Pilot* and *SabreWulf*, both from Rare. Some of the biggest lines were of people wanting to try Namco's *Tekken Advance* and Sega's *Sonic the Hedgehog Advance*. Konami showed soccer and baseball games in addition to the lineup already headed to North American retailers. Capcom had early versions of *Street Fighter Zero*, *Breath of Fire 2* and *Mega Man Battle Network 2*, not to mention an unusual game that involved herding sheep. There were puzzle games, sports titles, virtual pets, adventures for young gamers and classic games, such as *mahjong*. There was even a test-based murder mystery from Capcom that takes place in a courtroom, complete with a judge, a gavel, prosecutors and testimony. All the games shown were headed for the Japanese market, but it's quite likely that many of the titles will end up on our shores, as well. In addition to the GBA games, there were 10 GBC titles.

A. *Super Mario Advance 2* B. *Diddy Kong Pilot* C. *Golden Sun* D. *Fire Emblem* E. *Tekken Advance* F. *Sonic the Hedgehog Advance* G. *Street Fighter Zero* H. *Fire Emblem*



and that was Sonic." When we asked him how he got the idea for a blue hedgehog, Naka-san laughed. "Sonic started out as a rabbit with long ears," he said. "The long ears would stream out behind him when he ran, showing how fast he was going. After a time, we decided that the character should have spikes for protection when he crashed into things, so Sonic became a hedgehog. The blue color came from Sega's corporate logo."

As it so happens, Sega was looking for a character to carry its banner as a leading video game company and the rest is his-

tory. We also asked Naka-san about his philosophy of game design. The answer was simple and insightful. "I want to make something really new that no one has seen before. It should be full of surprises and make people happy." With *Sonic Adventure 2* and *Phantasy Star Online* for GCN coming next year, and *Sonic the Hedgehog Advance* scheduled to be released soon, it looks like Yuji Naka will make many people very happy. What else did he have to say about working with Nintendo? "I'd like to see Sonic and Mario give each other a hug," Yeah!



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OH, BROTHER! GHOSTS, GHOULS AND ROOMS FULL OF BOOS KEEP LUIGI SPOOKED IN HIS STARRING DEBUT—A SPECIAL EFFECTS SHOWCASE FOR NINTENDO GAMECUBE!

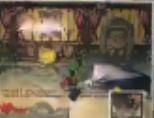
Luigi's Mansion™

© 2001 Nintendo



FRIGHTENING FUN!

When Nintendo GameCube (GCN) launches on November 18th, Luigi's Mansion will be one of the console's first big adventures. No longer standing in the shadow of Mario, his heroic older brother, Luigi has finally come of age for a new stage in Nintendo's history. Luigi's Mansion is a midnight trek through a haunted house that features stylized graphics, moody lighting, transparent ghosts and plenty of scares. Game control, too, is spot on and custom designed for the GCN Controller. It's scary cool!



Armed with a flashlight and a vacuum cleaner, you must rid the mansion's Boos and ghosts. The suction power of the vacuum is the key to maintaining the environment and capture ghosts. Note that some screen elements will change before the final version of the game is complete.



As you guide Luigi through the dark, recessing halls of this now-lonely home, you may find yourself caught in the moment, fumbling for the lights, with your heart racing and palms sweating.



SPOTLIGHT ON LUIGI

Luigi has been a supporting player in Nintendo games for nearly 20 years. He first appeared in the original Mario Bros. as a carbon copy of his brother but with a green, rather than red, shirt and cap. While Mario was always Player 1, Luigi was relegated to Player 2 status. In 1985's Super Mario Bros. 2, Luigi took on his own characteristics. He became the tall, gangly younger brother who could jump higher than any other character and reach one-of-a-kind ledges. SMB2 was also the debut for Peach and Toad as playable characters. In the games that have followed SMB2, Luigi has appeared as the slightly gawky second banana in several of Mario's adventures and as part of the Mario ensemble in the Mario Kart series, the Mario Party series, Super Smash Bros., Mario Golf and Mario Tennis, the game that introduced Luigi's devious doppelganger, Waluigi. With Luigi's Mansion, our green-clad hero finally gets his chance to break out of the pack and show his star power, a turn that will undoubtedly make him a household name.



Luigi rarely appears alone as Mario's second-player counterpart. While Super Mario Bros. 2 called for four characters, each with unique abilities, Luigi got his first big break—a chance to jump higher and go to places his brother could not reach.

In recent years, Luigi has joined a growing cast of characters for cameo roles in adventures, such as Paper Mario, and as a participant in many multi-player fests. In Super Smash Bros., Luigi unleashes the power of his incredible Luigi Jump.

A PRIZE WITH SURPRISES

On a dark and gloomy night, Luigi, for the first time, enters his new home—the grand prize in a big contest—and he's a little frightened. It's not the creepy old mansion's plumbing that scares our hero, though. It's the gaggle of ghosts that haunt its many halls and chambers. Luigi didn't expect to be alone on his first night at the house. His brother, Mario, was going to meet him there. But either Mario is late or he has mysteriously disappeared—and he's never late. Now, Luigi must not only survive the horrors of the haunted house, but he must also save his brother. Early in his adventure, Luigi will befriend a kooky paranormal researcher who can help him deal with the mansion's ghost problems. With a flashlight that freezes ghosts in their ethereal tricks and a vacuum that pulls them in, Luigi sweeps through the house, captures ghosts, discovers secret passages and hidden chambers and searches for Mario.



A paranormal researcher, who studies the mansion from a safe distance, offers help to Luigi in the form of tools and advice.



The mansion is big, dark and mighty scary, but Luigi has no other option than to enter and explore. His brother is counting on him.

Carefully opening the main door and poking his head inside, Luigi begins his mansion-searching quest to find Mario. Why? It has to be at night!

LOOK INSIDE LUIGI'S MANSION

MAIN HALL



A massive chandelier, a grand staircase, and ornate woodwork and a heavy, locked door with a missing key—yep, it's a haunted mansion, all right. Creepy!

As a reward for thorough exploration and ghost hunting, you'll find coins all over the mansion. When they scatter, you can vacuum them up.

EXERCISE ROOM



The mansion exercise room is equipped with weights, punching bags and a variety of other types of exercise equipment. If you're going to work out, you'd better be a really big ghost, you're going to have to pump iron.

Look out, Luigi! The mansion's board ghost who haunts the exercise room appears only when you're looking the other way. Looks are deceiving, though; he's rather harmless. Just don't call him a "dumbbell."

MANSION GROUNDS



There's more to Luigi's Mansion than halls and chambers. The grounds are haunted, too. The ghosts will keep coming out when you're out in the fresh...

MORE HAUNTS



When you're ghost hunting mission takes you to the trophy room, proceed with caution. If you move up where a ghost is in a corner, he'll want to add Luigi to his collection.



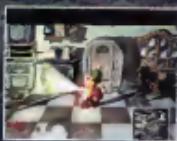
You never know what you'll find when you share your flashlight in a new direction. Suits of armor stand at attention in one of the mansion's many dark chambers.

SMOKE AND MIRRORS

What's a haunted mansion without dark shadows and wispy ghosts? Luigi's Mansion is filled with atmospheric effects that play into the spirit of the game. The heart of the hero's flashlight cuts through the darkness with stunning realism and eerie shadows. When Luigi fires up his vacuum, it not only pulls ghosts into its nozzle, but sucks up anything else that is in the air and within its reach: steam from a shower, mist from an open refrigerator or swirling clouds of dust from the carpet. Even though the fun, stylized art is not always realistic, the special effects are, which make the scary moments scarier and the thrill of the haunt more immediate.



The secret to a good scare is atmosphere, and Luigi's Mansion is packed with it. The Nintendo GameCube makes incredible graphical effects possible, such as mirror reflections and trails of smoke. These effects are artfully incorporated into the game.



Shadows and light play a big part in the game. When light shines on an object, it casts a long shadow on the floor and wall. It's a frighteningly realistic effect in a stylized environment.

CREepy CAMERA

Not only does Luigi own a haunted mansion, he also owns a variation of the world's most popular portable video game system. You can use Luigi's Game Boy Horror to view a map of your immediate surroundings and view the action from Luigi's perspective. Most of the time, you'll play the game with an inset picture of the Game Boy Horror displayed. When you need a closer look, though, you can bring it up to full-screen size. The normal third-person perspective camera does not rotate or zoom in and out. That makes directional control intuitive but doesn't always allow you to see the details of the environment. That's what Game Boy Horror is for.



Game Boy Horror lets you see the surroundings from Luigi's perspective. Not only is it a more frightening view of the action, but it can give you a look at some important details. The screen text will be translated to English for the North American release of the game.



BOO PREPARED!

Do you dare enter Luigi's Mansion? Of course! Is it scary? Sometimes, but it's mainly just a lot of fun. Most of the game's sense of humor comes from Luigi's perspective to the things that lurk in the dark corners. What's scary is how great the game is and how many people will enjoy it for hours on end when it makes its debut alongside Nintendo GameCube this fall. ♦



The Boss are ready to give you a scare in Luigi's Mansion, coming to Nintendo GameCube in November. A frightening time will be had by all!

YOUR FIGHTING FORCES

As you assemble your army, you will be able to deploy as many as 18 different types of battle units. You must have factories to create ground units, airports to develop and maintain air units and harbors to produce water units.

TRUCK TRANSPORTS

2-HG and Transport: Clippers carry single Industry or Mech units. Loaders carry two ground units of any type. They are favored targets of computer-controlled forces.

INDUSTRY

MOVE: 3 VISION: 2 RANGE: 1 FUEL: 99

Industry vehicles are great for moving and other properties, such as factories and army headquarters. They are relatively weak but inexpensive to deploy.

APC

MOVE: 6 VISION: 1 RANGE: 0 FUEL: 70

Armored Personnel Carriers are used for Infantry and Machine Gun troops. They also supply adjacent units with ammo and fuel.

CAR

MOVE: 6 VISION: 3 RANGE: 1 FUEL: 70

Normal cars are useful for ground journeys against Infantry and Machine Gun units. Since they have the same movement range as APCs, they can provide protection for moving troops.

ARTILLERY

MOVE: 5 VISION: 1 RANGE: 2-3 FUEL: 50

If you start firing up targets within the range of Artillery units, you will be able to destroy enemy forces and avoid being hit.

ROCKETS

MOVE: 5 VISION: 1 RANGE: 3-5 FUEL: 50

With more power and a much longer range than Artillery units, Rockets are extremely useful second-line units. Keep them behind allied tanks in big battles.

LANDER

MOVE: 6 VISION: 1 RANGE: 0 FUEL: 99

Landers can carry two ground units of land, heavy weapons, and explosives if water. They are particularly useful in situations where factories are not available on the next shore.

BATTLESHIP

MOVE: 5 VISION: 2 RANGE: 2-6 FUEL: 99

Battleships are the most expensive units to deploy by far, but the only units that can actually penetrate units from the water. Their capability is useful in many situations.

BATTLE COPTER

MOVE: 6 VISION: 3 RANGE: 1 FUEL: 99

Battle Copters are the only air units that can target enemies on the ground, in the water and in the air. They are versatile, powerful and relatively inexpensive to deploy.

FIGHTER

MOVE: 9 VISION: 2 RANGE: 1 FUEL: 99

War Fighters are capable of targeting any other air units; they are very useful in situations where you must keep the skies clear of enemy aircraft.

MECH

MOVE: 2 VISION: 2 RANGE: 1 FUEL: 70

While Mechanized Infantry units have a shorter movement range than their light counterparts, they pack a lot of firepower and can hold their own against regular units.

RECON

MOVE: 6 VISION: 5 RANGE: 1 FUEL: 80

Recon units are the vehicles with the best range. Equipped with cameras and binoculars, they are very useful for finding enemies who are hidden by the Fog of War.

MEDIUM TANK

MOVE: 5 VISION: 1 RANGE: 1 FUEL: 50

The most powerful close combat ground units are expensive to deploy but worth the money in situations where you need to clear a lot of enemy forces in a hurry.

ANTI AIR

MOVE: 6 VISION: 2 RANGE: 1 FUEL: 60

While you can use them in battle against other ground forces, Anti-air units are particularly useful in picking planes and capturing out of the skies.

MISSILES

MOVE: 4 VISION: 5 RANGE: 3-5 FUEL: 50

Missiles are less expensive to deploy than Recons and have a much longer range of vision, but they can target only air units. Use them to take bombers out of the sky.

CRUISER

MOVE: 6 VISION: 3 RANGE: 1 FUEL: 99

While Cruisers are expensive, they're also armored and air units, they can carry and protect up to four bombers at once. This makes them useful in air and sea battles.

SUBMARINE

MOVE: 5 VISION: 5 RANGE: 1 FUEL: 60

When Submarines dive, they are very difficult to detect. They are silent and deadly. The only drawback is that they use twice as much fuel while under water. Retain them often.

TRANSPORT COPTER

MOVE: 6 VISION: 2 RANGE: 0 FUEL: 99

Capable of carrying Infantry and Mech units over land and sea, Transport Copters are the most useful air unit carriers. Like all transports, they are unarmed. Always protect them.

BOMBER

MOVE: 7 VISION: 2 RANGE: 1 FUEL: 99

If enemy forces are not prepared to take out air units, you can cause a lot of damage with a Bomber. Bombers can take out most ground units in a single turn.



THE WAY OF THE WAR

The Campaign story twists and turns as depending on the choices that you make, the Campaign Tree below shows how GCO action affects the flow. You will play several times before you have participated in every battle.

ENDS WAR

ANDY VS. CLAP

GUNFIGHTER

ANDY VS. SNIPER

AIR ACE

ANDY VS. EAGLE

MAX

MAX STRIKES

ANDY VS. CLAP

MAX'S FOOL?

MAX VS. CLAP

OLAF'S NAVY

OLAF'S NAVY VS. CLAP

OLAF'S SEA STRIKE

AMERICA VS. CLAP

HISTORY LESSON

MAX VS. CLAP

SAM'S DEBUT

ANDY VS. SAM VS. CLAP

KANBEI ARRIVES

KANBEI VS. CLAP

KNIGHT KANBEI

AMERICA VS. KANBEI

KANBEI'S FROBZ?

AMERICA VS. KANBEI

DIVIDE & CONQUER

MAX VS. CLAP

SAMI MARCHES ON

SAMI VS. CLAP

SONJA'S GOAL

ANDY VS. CLAP

CAPTAIN DRAKE

ANDY VS. CLAP

NAVAL CLASH

ANDY VS. CLAP

WINGS OF VICTORY

ANDY VS. CLAP

BATTLE MYSTERY

ANDY VS. CLAP

ANDY TIMES TWO

ANDY VS. CLAP

ENIGMA

AMERICA VS. CLAP

THE FINAL BATTLE

MAX VS. CLAP

RIVALS

ANDY VS. CLAP

STRATEGY KEY

LIGHTNING STRIKE Try to capture enemy HQs before defenses are fully formed.

DIVIDE AND CONQUER Put your resources into developing multiple fronts.

DRAW A LINE Place units in geographic areas into developing multiple fronts.

FORTIFY AND CONTAIN Hold enemy forces in limited areas. Don't let them advance.

CAPTURE AND HOLD Capture properties and protect them from enemy troops.

TAKE TERRITORY Identify crucial sections of the terrain and take hold of them.

MORE ABOUT MISSIONS

The Campaign Tree will branch depending on which COs you choose, as well as on other decisions that you make. Those factors are specified below.

CONDITIONS FOR UNLOCKING "VS. SONJA" MISSIONS

- Win "Kanbei Arrives" in eight days.
- Win "Mighty Kanbei" in 10 days.
- Win "Kanbei's Strike" in 10 days.

DETERMINE ALLIED BLUE MOON CO IN "THE FINAL BATTLE"

- MAX: Default
- GHT: Select Sam for "Max Strikes"
- GLF: Select all naval units in "Max's Navy," then play "Ola's Sea Strike."

DETERMINE OTHER ALLIED CO IN "THE FINAL BATTLE"

- SAMI: Default
- EAGLE: Select Sam for "Captain Drake," "Naval Clash," "Wings of Victory" and "Battle Mystery."
- KANBEI: Play "Divide & Conquer."
- DRAKE: Select Andy for "Captain Drake," "Naval Clash," "Wings of Victory" and "Battle Mystery."

UNLOCK CO'S IN BATTLE MAPS SHOP (ON SECOND TIME THROUGH THE CAMPAIGN)

- KANBEI: Default
- DRAKE: Select Andy for "Captain Drake," "Naval Clash," "Wings of Victory" and "Battle Mystery."
- GHT: Select Max for "Max Strikes," "Sami's Win," "Vs. Sonja" missions, "Eagle's Win," "Troll's mission," or "Storm" purchase all of the above COs.

UNLOCK "RIVALS" MISSION

Select Sam for "Captain Drake," "Naval Clash," "Wings of Victory" and "Battle Mystery."

COMMAND WITH A PLAN

There is more than one way to win a battle in Advance Wars. In fact, there are infinite ways to win. The important

thing is to go into every battle—every turn—with a plan and to follow that plan to a T.

STRATEGY CHECKLIST

When you have a lot of units on the field, go through a list of steps for each turn so you don't pass up an opportunity to create new units or strike while the iron is hot.

1 CAPTURE PROPERTIES

Neutral and enemy properties are places for the taking. It can take several turns to capture a property. At the beginning of each turn, continue your capturing efforts.

2 LOOK TO THE AIR AND SEA

When you're concentrating on ground battles, it's easy to let enemy air and sea units go unchecked. Make a habit of targeting aircraft and ships first to ensure they don't get out of hand.

3 WEAKEN THE FRONT LINES

Artillery and Rocket units are the best first-strike weapons in your ground forces. Keep them protected and use them to weaken enemy forces before you follow up with your tanks and troops.

4 TAKE NO PRISONERS

Once you've畿 off all the damage that you can do from a distance, go into battle with your direct combat forces. Use the stronger units first, then use your weaker units if they are needed.

5 MAKE MOVES

After you have done as much damage as you can, move your remaining units into position for your next turn. Be sure to move them out of the range of enemy units.

6 PRODUCE MORE UNITS

Before you complete each turn, assess your needs and put your factories, airports and seaports to work creating more units. If you don't have the cash for what you need, wait for the next turn.

COORDINATE YOUR FORCES

It pays to have your battle units protect each other and to attack as a united force. While teams can travel only as

FLYING COLUMN

With four units traveling simultaneously, you can move through light areas and over bridges. Lead with a Marines Team, followed by an Artillery unit, an APC and Rockets. Use your long-range weapons to weaken enemy forces, then pounce through them with the tank.

FOG LIGHT

It's important to have visibility. Fog of War is important to avoid other units that don't let you back out. Keep a unit with a long vision radius, such as a Lance unit or a Missile unit, near the front of every formation so you can see what's in store for you.

BY LAND, SEA AND AIR

As you consider the terrain of the battlefield and the strengths of your CO, it's important to decide how you will approach enemy forces. Pick a plan and go with it.

BATTLE BY LAND

The most important factor to consider while planning a ground attack is the makeup of the terrain. While plains and fields are easy to cross, mountains and streams, well, can be hellish to travel on flat land. Select your routes carefully.

BATTLE BY SEA

A battle in the open sea can be vicious. There is absolutely nothing to hide behind, so you will need to defend. If possible, it is best to prevent other naval units. An effective way to impede attack with Submarines can be a effective—if risky and expensive.

BATTLE BY AIR

There is nothing more effective and appropriate than a Bomber attack to clear out the way of enemy ground forces. The trick is keeping your Bombers in the air. Use Fighters or Attack Spiders to clear the skies ahead of your Bombers.

CIRCLED WAGONS

Computer-controlled forces gravitate toward armored transports. If you want them to move in one direction, they will all follow the lead. An APC can supply all units in the formation with vision and fuel if it is the lead unit to move on each turn.

TRIPLE THREAT

It's important to be ready for anything on the rear. If you need a Lancer across the water, a Cruiser and a Battleship are essential. The Cruiser will protect you against Submarines and air units. The Battleship will protect you against everything else.

A GOOD OFFENSE

Victory will be yours if you set your opponents up then hit them hard. Always try to stay a few steps ahead of the

competition. The following strategies will keep opposing forces on the defensive.

MOVE FIRST

In any turn-based war game, it's a good idea to stay aggressive and always try to implement surprise moves. One way to do that is to draw enemy units into buying an disposable units within their range. After the enemies attack, you can counter with your own big guns.

USE THE BUDDY

Stay together, especially in missions that employ the Fog of War. Use units with long vision to assess enemy forces, then attack these forces with more powerful units. If you move the long range units out of the area, you'll lose sight of the enemies.

DOUBLE UP

Only rarely will you be able to take on an enemy unit with a single unit. In one case, if you want to eliminate an enemy team, you should use at least two of your units to attack the enemy unit. The lead attacker should be a long-range weapon or a Mortar unit.

BAIT AND SWITCH

Bait and switch can be an effective play. Use a small portion of your forces to go after a necessary target. When your enemies put all of their resources into protecting that area, use the rest of your forces to attack your primary target.

A GOOD DEFENSE

If you don't hold on to your territory, you could get caught in a permanent retreat, making it only a matter of time

CONTROL THE FLOW

If you control the bridges, you can control the flow of enemy ground vehicles. Situate a tank on a bridge so that the enemies can approach from only one side and prevent them from retreating with Artillery or Rockets. They'll keep coming and you'll keep stopping them.

CAPTURE AND MAINTAIN

Capture in front. Factories, depots and airports hold tanks. All properties repair and supply units. If you want to capture and hold successfully, you must capture and hold properties. If all your attacks around the capture of crucial locations.

TAKE OUT TRANSPORTS

With transports, enemy forces can supply their effective units and quickly bring in reinforcements. Capture them and then blow them up. When you have an opportunity to destroy a transport, strike with authority and stop the threat of enemy invasion.

HOLD YOUR GROUND

It's important to maintain unit deployment in your forces. Expand slowly, but steadily, to take control of terrain features and maintain garrisons of your territory. Enemy forces can't win if you keep a core group of forces around your headquarters and hold the line.

TWO WAYS TO WIN

In most missions, your goal is to end the enemy threat either by capturing the enemy HQ or by destroying all of

their units. An HQ capture is faster, but destroying all enemy units may be more satisfying.

CAPTURE THE HEAD

An enemy headquarters that is isolated from factories and depots is a good candidate to capture. Fly a Marauder with a Heavy Copter and try to take over the building before the enemy forces can react and put an end to your sneak attack.

DESTROY THE BODY

It's never quick, but an all-out assault on an enemy's territory can be a real threat. If you don't have Infantry or Mech units at hand to take over enemy factories, airports and seaports, you can at least hit hard enemy production by pouncing your units over the properties.

PUT STRATEGIES TO THE WAR ROOM TEST

The War Room is a great place to test your battle strategies. War Room missions are usually very challenging. You'll need to develop and carry out a good plan to earn a victory.

You can use the strategies that are laid out in the following War Room missions to make your way through the campaign, too.

SPANN ISLAND - CAPTURE AND HOLD

CITIES: 11 FACTORIES: 8 AIRPORTS: 0 SEAPORTS: 0

The forces start out nearly even on Spann Island. There are five neutral cities near your headquarters that you should capture quickly for fast funds. Defend the northern region with a pair of tanks, build your forces near your headquarters, then sweep to the east, capturing the cities in the southeast along the way.

- (A) As you capture the neutral cities near your HQ, protect the northern territory with Tanks or Mechs.
- (B) Move east and capture the cities on the other side of the river.
- (C) Once your forces are ready, make your move to the north.



TOIL FERRY - TAKE TERRITORY

CITIES: 17 FACTORIES: 8 AIRPORTS: 8 SEAPORTS: 6

The three neutral islands in the middle of Toil Ferry territory hold the key to victory. After you capture properties close to your HQ, send transports out to the islands. Once you have complete control over the islands, build forces and spread east, then north to enemy headquarters. Grit will have long-range Rockets and Missiles. Overwhelm them.

- (A) Take control of the cities, airport and seaport directly east of your HQ.
- (B) Put two Infantry units on a Landair and send them to the island in the northwest.
- (C) Spread to the central islands and prepare to attack the enemy island.



RIDGE ISLAND - DRAW A LINE

CITIES: 17 FACTORIES: 8 AIRPORTS: 0 SEAPORTS: 0

The mountain ranges of Ridge Island form a good natural barrier. Try to capture all six neutral cities quickly. That will give you the financial base you need to put large forces in the gaps between mountains. Maintain the frontlines and develop your army. When you have enough firepower to take on Grit's long-range forces, come at them from all angles. If you have enough powerful units, you'll overwhelm them.

- (A) Start by moving east. Take control over neutral cities and develop defenses in the area.
- (B) Go north and capture the remaining neutral cities while beating back stray enemy forces.
- (C) Fortify your forces in the center of the battlefield and prepare to advance to the northeast.



SOLE HARBOR - FORTIFY AND CONTAIN

CITIES: 22 FACTORIES: 8 AIRPORTS: 0 SEAPORTS: 3

While Drake is a master of the sea, you can win the battle by controlling the land. Capture all of the cities on the narrow strip of land in the middle of the field. Build up your forces north of Drake's headquarters and slowly push south. If you take out the ships in the south harbor with Rockets, you'll soon claim victory.

- (A) Advance to the east and capture all of the cities along the way.
- (B) Build your forces in the northeast and prepare to move south.
- (C) Keep one eye on the sea and don't let Drake beat you with Battleships.



POINT STORMY - LIGHTNING STRIKE

CITIES: 24 FACTORIES: 14 AIRPORTS: 4 SEAPORTS: 4

Olaf's forces provide a very big challenge on Point Stormy. If you wait too long to attack, Olaf will eventually win the war of attrition. Try to sweep through the east side of the field with a group of Medium Tanks, Anti-air units and Mech-loaded APCs. If you cover the factories, airports and seaports around enemy headquarters, you may be able to take over the building.

- (A) Build a group of Infantry units and use them to take over the neutral cities near your HQ.
- (B) Move east, then south, then develop a force of Medium Tanks, Rockets and APCs at the eastmost factory.
- (C) Make a final run to enemy HQ, occupy the enemy properties and capture the building.



RIVERS FOUR - DIVIDE AND CONQUER

CITIES: 26 FACTORIES: 17 AIRPORTS: 0 SEAPORTS: 0

Grit and Max will both come gunning for you from the beginning of the mission. You must maintain two fronts to earn the thought of victory. Since you can't cross the river with vehicles, you must gain control over the factories on the south side of the river quickly and hold them for the duration of the battle. Grit will pose the biggest threat.

- (A) Set up a group of Industry and Mech units near the central factory and cities across the river.
- (B) Take Infantry units across the water to the south and take control over the factories in the area.
- (C) Build up your army on both lines and gradually sweep to the east.





Spyro the Dragon makes his fairy-freeing, diamond-hunting Nintendo debut in Spyro: Season of Ice from Universal Interactive Studios. It's a gem of a GBA adventure.

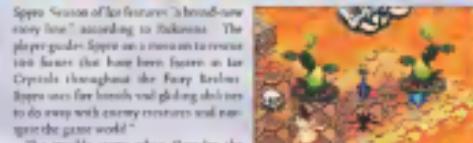
ENTER THE DRAGON

With three video game adventures already under his belt, Spyro the Dragon is finally set to appear on a Nintendo game system with Spyro: Season of Ice, due out in November for Game Boy Advance. By featuring more than 20 isometric 3-D adventure levels and a load of minigames, the game packs a lot of variety into a portable package. Producer Ricci Rukavina says that the game's four modes of play have allowed its developers to "squeeze every ounce of power out of the Game Boy Advance in the pursuit of an extraordinary adventure. Gamers all over the world have come to expect the best when it comes to a Spyro the Dragon game. Spyro: Season of Ice continues the rich

legacy that previous games have established." While Spyro is the star of the game, his friends, Hunter and Bianca, offer advice and Sparx, a dragonfly, joins in on the action. Spyro is calling on GBA players everywhere for help, too.



OF FIRE AND FROZEN FAIRIES



Spyro: Season of Ice features "brand-new story line," according to Falasca. The player guides Spyro on a mission to rescue six fairies that have been frozen in ice Crystals throughout the Fairy Realms. Spyro uses fire breath and gliding abilities to do away with enemy creatures and move through the game world.

The trouble starts when Grendor the Rhyme, a master of the Sorceress' fluids, Banish Spell Book in the Grand Central Dragon Realms Library Box, knowing the fine points of spell casting. Grendor creates one of the books transformation spells and turns himself into a two-headed monster. Wanting no return to his former state, Grendor discovers that he can create an audience for his variations from the wings of six fairies. That's when he gets the idea to capture Spyro's Fairy Friend, Zow, and 99 other fairies by freezing them in ice crystals throughout the Fairy Realms.

When Spyro gets word of Grendor's evildoings, he runs his Dragon Shores variation sheet and sets out to rescue Spyro's friend (it's one of his defining characteristics); it's quite easy for him to free fairies who are encased in ice. The trick is finding them. Spyro's adventure takes him to a variety of environments, such as Hammerhead Fort, situated high above the Fairy Realms, and Mermaid Coast, a seashore region that Peter Rhynchos have invaded. In addition to freezing fairies, Spyro incurs a large cost of health care along the way.



He incurs on the health care sheet. Aspirations become ill in levels. You upgrade the dragon through collecting of Fairy Realms in your flight to save the fairies.

Spyro, Close Up

Andrade Power recently discovered the subjects of games and fun with Spyro. Here's what the dragon had to say.

MP: Can you give us a sense for your background?

Spyro: The one who's history goes something like this: Gnarly Gnarly Gnarly—taunt, taunt, again. The Sorceress—taunt. Grendor the Rhyme—we'll see.

MP: What were you doing before you were a video game star?

Spyro: I was born a star, baby. Where's my date off?

SPYRO

MP: Besides breathing fire and freezing your friends, what do you like to do for fun?

Spyro: I like breathing chlorine to a corse, writing bad Marks poetry and keeping my tail like this! Watch with my friends, Master, Master, Master— and crash, too, if he doesn't stop! Oh, I've recently taken up the ancient art of Ping-Pong...

FLOAT LIKE A DRAGON, STING LIKE A... DRAGONFLY?

Spyro is a vertebrate dragon, with a wide variety of moves. Not only can he breath fire and glide—he can pump, deuce and spin our objects and change shield with the force of a bull. The A button controls his movement through the air. Tap it once to make him pump. Tap it twice to make him glide. Tap it three times to make him land with precision. By moving through the air, you can avoid ground obstacles. You can also smash through objects with a charging attack. You'll have to master all of Spyro's moves to save the lot at Frozen Forest.

In the regular adventure levels, Space the Dragonfly follows you as your gear-collecting sidekick. When Spyro has the chance to spread his wings in midair, he can, thanks to his ability to regroup around obstacles and enemies and firing two types of shots. Together Spyro and Space make a potent combination.



Spyro is dragon of action. You'll find many ways to use Spyro and his fire breathing abilities in order to beat or complete the game's goals. A Space attack forgoes your the chance to make Spyro's dragonfly body not to use his favorite claw or overhead move. Master, try game play.

A DRAGON'S WORK IS NEVER DONE

You can guide Spyro in and out of the game's many zones. One zone you cannot pass home base, where you find a collection of power-ups lead to other levels. To flip through some of this, you must find a set number of letters. The name of each level and the numbered letters that you must find to enter that level appear when you approach the level's portal.

Once you fly through a portal, you must achieve six objectives before you can return to the original Fairy Realms area. You'll meet characters in most levels who will tell you about the objectives and challenges.

In addition to freezing fairies and helping characters complete objectives, you can collect gems—base duals of gems of several types. You'll be a hero at the end of the adventure and you'll be rich.

As aids, available in the options menu, shows how many fairies you have freed in each level and how many gems you have collected. It also gives you the total number of fairies and gems that are available in each level, so you can be sure to collect them all.



Where you fly through depends on the level you're in. You'll encounter characters who will give you weapons tools. With fiery breath, you are well equipped to withstand light to light battles.



MP: People say you have an "attitude." Do you agree?

Spyro: Attitude? What attitude? Next question.

MP: Why is it that trouble seems to follow you wherever you go?

Spyro: Drakoff and Drakoff go together like handicaps and lame. Can I have it? If ugly Gnarly, dimwitted Gnarly, druggie Gnarly, and ready-to-bleed Gnarly pick the wrong dragon? I don't think so!

MP: Do you have plans to appear in any other types of games?

Spyro: For now, Sparx and I have instructed our agent to turn down all offers for cart racing, pinball, puzzle and trivia games. "Cause we want to focus on adventures. However, we are considering starring in a Purple Ketchup adventure. Purple Ketchup is a dragon delicacy, you know."

MP: What's next, for you?
Spyro: A nice, long vacation...

IT'S NOT JUST AN ADVENTURE...

"We made the choice early on to design Spyro's adventure in a way that was unique and fun," says Falasca. The developers have done this by offering several different styles of game play. Spyro and Sparx demonstrate their distinct in the adventure levels, and they pull out a different bag of tricks in the minigames.

Spyro's rounds are fast-paced 3-D Tron Trail races through dangerously populated realms, notes Falasca. They utilize the GBA's simulated 3-D perspective. Mode 7 is display method that was first used in Super NES games, such as Super Mario World and Zool, to give the game a different feel from the isometric levels. In the speedway levels, you will fly freely and dart around objects that are moving, straight for you.

The Sparx levels use an overhead view with old school shooter style game play, continues Falasca.

We also have a super secret bonus level that has its own ring on. You can play it only after you have rescued all of the fairies and collected every gem. Clearly there are a lot of secrets to uncover in your long adventure with the dragon in the sky.



WAY TO GO, SPYRO

After years of video game success, Spyro the Dragon finally takes on Game Boy Advance with flair, style, and personality and he brings a host of characters along with him. Not only does his GBA debut offer a long adventure, it also includes minigames and hidden levels. Turn it up and watch Spyro go! ☺

SPYRO

SEASON of ICE™



UNIVERSAL
INTERACTIVE STUDIOS

DIGITAL
ECLIPSE

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NINTENDO
POWER



HOW FAR DO YOU WANT TO TAKE IT?

PROLINE
TEAM CRUISER

RL
REDLINE

REDLINEBICYCLES.COM/INPOWER.ASP

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ALEXRIMS SHIMANO FLICK TRICKS

BOARD SKINS

NINTENDO POWER

KOOL STOP

PROLINE

ATB

MATT HARDY

BRUNO HORRITS

JASON LARNS

KITA KAWASHIMA

CLARENCE PERRY

PHOTO: JONATHAN

classified

YOUR SECRET HEADQUARTERS FOR THE COOLEST CODES ON THE PLANET



WRASSLIN'

We've found a Fire Pro Wrestling code that grabs you in a headlock and won't let go! To unlock every wrestler in the game—well over 100 different brawlers—go to the Edit Wrestler screen. Choose ALL as your nickname, STYLE as your first name and CLEAR as your last name. Finally, toggle exchange to OFF andiddle to the small square.



Grab a grappler and pin to win. You'd better set aside a large block of time to checkout.

IRIDIUM™ -3D-

PRETTY PICTURES AND MANY MEN

How'd you like an Iridium 3D code? How about two? To unlock a gallery full of game-related artwork, go to the Password menu and input "G4L3yR3". You'll be taken to a screen with an image of the Iridium ship. Use the Control Pad to rotate the image and zoom in and out, and press the A Button to skip to the next piece of artwork. And if it's infinite lives you crave, use the password "iNViSeBL3". Be sure to include the asterisks with both codes.



Beautiful artwork is the best known, but it's no match for an invincibility cheat.

CODE

•, •, B, *

•, •, *, A

*, A, B, A, A

EFFECT

UNLIMITED WEBBING

UNLOCK NIGHTMARE
DIFFICULTY

SPIDEY'S WEB
DESTROYS ENEMIES ON
CONTACT



THE SINISTER SIX

SPIDER-MAN 2

CHEERIO, MYSTERIO

Spider-Man makes his villain-thumping return to the Game Boy Color in Spider-Man 2: The Sinister Six, and, boy, do we have codes! Unlimited webbing, increased difficulty settings, wacky little minigames—you name it, we've got it. Enter all codes at the Title screen, which is the screen that shows Spidey swinging through the air. So stop watching that Spider-Man movie trailer that you downloaded off the Net and start thrashing baddies.

THE ROAD LESS TRAVELED

To open up a Level Select menu, press B, A, Left, Down, Up, Right. You'll be able to select the level of your choice and gain unbridled webbability and health, to boot.



JUMPMAN

If you want to take a peak at a really old game, press B, B, A, B then Down. You'll be taken to a secret stage where Tuffy hears no barks from a burning building and Spidey and Doctor Octopus have to catch them with a trampoline Excelsior!



ICON KEY: C BUTTONS ▲ ▼ ▶ ▶
CONTROL PAD + + + + BIG CHEAT WACKY HOT JUST FOR FUN SENT BY READER

SPIDER-MAN

BIRDBRAINS

We couldn't let Spider-Man 2: The Sinister Six steal all the glory, so we're tossing in a code for Spidey's original Game Boy Color title. To change all of your enemies into shrieking birds, go to the Password screen and enter BIRDY. The new enemies are a royal pain, as they actually follow Spider-Man around the levels and attack him at every turn.



Birds as a wire don't stay there for long with this code: Run, Spidey, run!

NBA Hoopz

BASKETBALL BROTHAHA

While the spelling of NBA Hoopz might be a bit off, the code selection is spot on. To enter the codes, pick a team and start a new game. When the Play Match screen appears, you'll see three basketballs at the bottom of the screen. Use the ball and the letters "N", "B", and "A" to set the codes. Press Start to toggle between the first ball and the letters. B to work the second and A to change the final one. All codes end with a direction, which you enter on the Control Pad. You can use multiple codes, but you must reenter them when you start a new game.



Ol' rigs—they're not just for office dilling anymore.

NBA SHOWTIME NBA on NBC

SHOWTIME, BABY!

Fans of portable basketball games can stand up and cheer, because we've got brand-new codes for NBA Showtime on the GBC. For unlimited turbo, press Up, B, A, Up, B, A, Up, B then A at the Title screen. To unlock two hidden courts, press Left, Left, A, A, Left, Down, Right, B then A at the Title screen. And to play with two development teams, the San Diego Midway and the Melbourne Terros, input Up, A, Down, B, Right, Left, Right, Left, B then A at the Title screen.



You can use new courts in Exhibition Mode only. You can use the new teams at any time.

CODE	EFFECT
BALL, A, B, *	INFINITE TURBO
A, BALL, BALL, *	SHOW HOT SPOT
B, B, B, *	DISABLE "ON-FIRE"
N, A, B, *	FACTORY COURT
BALL, N, B, *	FUTURE COURT
N, B, A, *	ISLAND COURT
N, BALL, A, *	NIGHTCLUB COURT
B, A, BALL, *	OIL RIG COURT
A, A, B, *	PRACTICE COURT
B, BALL, N, *	PRISON COURT
N, N, N, *	ROOFTOP COURT
A, B, N, *	VOLCANO COURT

Brash artwork is the best known, but it's no match for an invincibility cheat.

SUPER MONKEY BALL

MONKEY BUSINESS

While other games have bantered rolling heroes, banana pick-ups, and fun-loving animals with personality plus, Sega's launch title for the Nintendo GameCube is a whole new ball game. Super Monkey Ball was originally an arcade game in Japan, and all of its single- and multiplayer tilting platform fun has been preserved in the game's transition to Nintendo GameCube. But the folks at Sega weren't just monkeying around when they brought their arcade hit to a home console! They added three party games and three minigames, giving players seven different ways to make a monkey out of their joints.



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MONKEY BALL SEE...

Super Monkey Ball's Arcade Mode, which allows one to four players to compete, is a non-stop test of skill. The Monkey Balls are balanced on platforms that are suspended high in the air, and players must tilt the platforms with enough finesse to keep their Monkey Balls rolling through the courses as fast as they can without falling off the edge. In the beginner levels, it's not very hard to keep your Monkey on course. But later levels (there are dozens and dozens) feature huge gaps, thin bridges, bumps, moving platforms, and all sorts of obstacles. Players also have to pick up banana bunches to gain points, especially in the higher levels, where the points add up.



Navigating the moving platforms takes patience and skill. It's very easy to fall off the edge.



Big monkeyscope one way and avoid Super Monkey Ball. Obstacles and challenges ahead!



MONKEY BALL DO!

While many of the levels are incredibly challenging, especially when the game is played with four players, the game's controls are very easy to learn. In Arcade Mode, all you need is the Nunchuk Pad and the A Button. As you compete against your friends, you'll see transparent, ghostly images of them in your own sector of the screen so you can keep track of their progress. To be top banana, you'll need to speed through the levels as quickly as you can. If you fall off the course, you'll have to start at the beginning, so caution is just as important as quickness.



Up to four players can enjoy Super Monkey Ball's obsessions.



Genius, the monkey is the last object at the bottom of the screen, is exclusive in the Nintendo GameCube version of Super Monkey Ball.

PARTY ANIMALS

Three party games are available from the very first moment you place Super Monkey Ball in your GCN. Up to four players can monkey with the silly party games, which have very little—besides the Monkey Balls—in common.

MONKEY BRAWL

Each monkey is outfitted with a large boxing glove on the outside of its ball to use to knock that other monkeys off the platform. The monkey with the most points is indicated with a crown so the other fighters know who to target. Power-ups add a random element to the game, granting things like even larger boxing gloves and a longer reach to the player who picks them up.



Players earn points by winning matches and collecting bananas.



ON TARGET

The monkeys roll down a strip that propels them into the air, over water, through obstacles and eventually onto a target marked with different point values. Players must choose the right moment to open the transparent balls to form makeshift wings, which their monkeys can use to glide to the target. The smaller and farther away the target is, the more points you'll earn for landing on it.



ON A ROLL

Monkey Race is a simple concept—the fastest monkey wins. Players race around a track, trying to be the first to finish, but, of course, it's not as easy as it sounds. The monkeys can pick up items to use against the competition, Mario Kart-style, and some spots along the road actually knock the monkeys off the course or in the wrong direction.



The small map in the fourth sector allows the monkey's progress.



The action gets pretty hectic when four monkeys are racing through a track. Large markers and color-coding help players know their status at a glance.



MORE FUN THAN A BARREL OF MONKEY BALLS

Gamers who can't get enough monkey action can play the one-player Arcade Mode to earn points. As the points add up, the minigames become available. Sega put a lot of effort into each of the games in Super Monkey Ball, and it shows in the complex minigames, each of which is a thoroughly enjoyable version of the sport upon which it is based.

BANANA SPLIT

Monkey Bowl is one of the best-aimed video game versions of bowling any Nintendo system has ever seen. Players choose the direction, speed and spin of the ball and get to watch a funny monkey roll down to the end of the lane. It's bowling bliss.



The monkeys vary in weight, which changes the way they travel along the lane.

The monkeys gather at the end of a multi-player game to celebrate a victory.



© 2003 GAMECUBE SUPER MONKEY BALL

TEE TIME

Monkey Golf is an authentic golf/minigolf game that is on par with many other video golf games. You're in control of the monkey's direction and swing power, but it's the monkey itself that swings a club inside the clear ball, which hurls the monkey through the course and toward the cup.



RIGHT ON CUE

The monkey's mind behind the eight ball—they're in it in the playfully eccentric Monkey Billiards. As the quiet, classy music plays in the background, players can line up their shots and put a little Eight on 'em while they're at it. As with the other minigames, Monkey Billiards is easily one of the finest games of its genre.

HAVE A (MONKEY) BALL

Super Monkey Ball has a bunch of brain-busting modes you'll go bananas over. The Arcade Mode alone is more than enough reason to give the game a try, and when you add the crowd-pleasing party games and minigames—

to the formula, you and your friends will be having fun for hours.



Gonzo's getting a little in Monkey Billiards. His extra heft can be helpful in the minigames...



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Your Questions—Our Experts!



TONY HAWK'S PRO SKATER 2 (GBA)

WHERE ARE THE OLDSKOOL GAPS?

You'll figure out the locations of the Oldskool Gaps if you spend enough time skating around in the Warehouse. If you want to collect your money right away,



Line yourself up, build up plenty of speed until between two short ramps near the puddle on the floor. You'll need to make the jump to collect the letter S in SKATE.



The ramp between the two vert ramps is fairly wide, so you'll need to be going fast before you attempt the horizontal jump.

however, we can fill you in on the gaps. The first one is simple—just slide between the two short ramps on the left side of the Warehouse. The next gap is



between the two vert ramps on either side of the ramp to the right of the starting ramp. The third gap is over the tongue-shaped extension of the back wall.

HOW DO I GET TO THE SECOND ROOFTOP IN BOSTON?

As its name suggests, the Rooftops, Boston, level has two separate buildings that you can skate—if you can figure out how to get across the gap between them.



Use the vert ramp on the billboard to reach the rail. Try to jump diagonally from the ramp so you'll have some momentum when begin grinding the rail.



Grind up a ramp to the rail at the base of the billboard, grind to the left then slide over the gap to the ledge of the second building. The trickiest part of the

sequence is landing on the ledge. Make sure you are facing forward when you land, so you can grind to an open area on the roof of the taller building.



sequence is landing on the ledge. Make sure you are facing forward when you land, so you can grind to an open area on the roof of the taller building. The trickiest part of the

CASTLEVANIA: CIRCLE OF THE MOON

HOW DO I CLIMB WALLS?

You'll run across many areas in the castle that require you to climb up the walls, but you won't be able to do so until you find



the Kick Boots in the Machine Tower. The boots allow you to bounce off walls and leap diagonally. You can use the ability

to zigzag up narrow, vertical corridors where there isn't enough space for you to perform double jumps.



to zigzag up narrow, vertical corridors where there isn't enough space for you to perform double jumps.



Kick Boots are essential in narrow passages without platforms. You'll need to jump back and forth between the walls to progress.

IS THERE A WAY TO GET PAST THE IRON MAIDENS?

Iron Maidens—statues that look like sarcophagi—will block you from entering many important passages until you find



the switch that destroys them. Of course, you'll have to battle a tough boss—Adramlech—to reach the room that



contains the switch. Attack Adramlech while you dodge the creature's energy and skull projectiles.



Adramlech may have a few things to say—or show—about you reaching the switch. Use a strong DSS attack when you fight the boss.

HOW DO I SUMMON FAMILIARS?

Familiars are creatures that you can conjure to attack your enemies. The familiar you create depends on what DSS card



combination you choose, but there is one constant—you must always use the Saturn Action card. To get the Saturn card,



you need to defeat the Fallen Angel outside the entrance to the Battie Tower. Equip the card with any Attribute card.



If you combine the Golden card with the Saturn card, you'll create a Hawk Familiar that independently attacks enemies.

THE LEGEND OF ZELDA: MAJORA'S MASK

HOW DO I HELP THE GUY IN THE TOILET?

There are few things more annoying than discovering that the toilet paper is missing from the bathroom—particularly

when you are in the toilet. At midnight on each of the three days, a desperate person will reach out from the toilet in the Stock



Any scrap of paper will do in a pinch. A letter is useful, but it may be easiest to get the Deku Scrub title deed.



You'll need to be inside the Stock Pot Inn at the hour, so use the room key or hover through the door on the deck.



Hand over the scrap of midnight when the hand reaches out for relief! Your good deed will earn you a Piece of Heart.

HOW DO I OPEN MILK ROAD?

The first time you go down Milk Road, you'll encounter a big boulder blocking your progress. You'll need a Powder Keg to

clear the way to Romani Ranch. To get the keg, visit the bomb master's cave in Geron Village after spring returns. He'll certify



Talk to the bomb master in the Goron Village to learn about Powder Kegs.



Unblock the entrance to the Goron Ranch track, then return to the bomb master.



Using a Powder Keg is the only way to open Milk Road. You can buy one in the Bomb Shop.

HOW DO I DEFEAT THE IKANA KING?

Defeating Igos du Ikana and his two guards is a complicated process. Fight off the bony bodyguards so you can burn

away the curtains on the windows with Fire Arrows. Knock down the guards with your sword, then sooth them by reflect-



He the guards until they fall down, then destroy them with reflected sunlight.



The king is invulnerable while his head spins around. Simply sooth him until he reassembles

ing sunlight ease them with your Mirror Shield. Burn the king the same way, but wait until his head stops flying around.



Shoot Fire Arrows at the king to make him lower his shield, then burn him with sunlight.

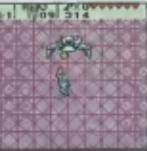
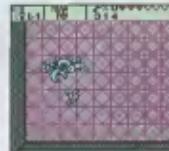
THE LEGEND OF ZELDA: ORACLE OF SEASONS

HOW DO I DEFEAT GOHMA?

In a change from previous boss battles in Oracle of Seasons, you'll need to adjust your equipment mid-battle to defeat

Gohma. First, Equip Rock Feather and Oracle of Seasons, you'll need to adjust your equipment mid-battle to defeat

the clow. After the clow is destroyed, replace the feather with the Slingshot. When Gohma opens its eye, fire a shot at it.



Try to stay above and to the left of the clow, then slash at it with its big claw until you destroy it.

After the clow is gone, Gohma will spit fire creatures at you. They leave hearts behind when you defeat them.

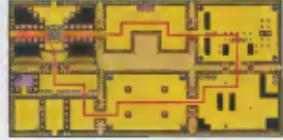
Get into position beneath the boss, then shoot seeds into its eye. It takes several hits to finish off the monstrosity.

HOW DO I SHIFT THE DIRECTION OF THE TURNSTILES?

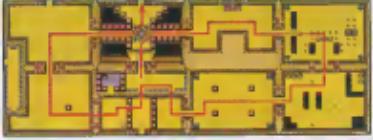
The first turnstile you'll discover is in the Ancient Ruins, a large and potentially confusing dungeon. Initially, the turnstile will

let you turn only east at its junction. To make it turn west, you'll need to go clockwise through four rooms to make a loop

back to the room just south of the turnstile. You'll need to make even more complicated loops later in the game.



When you start or restart the Ancient Ruins, the turnstile will allow you to go east only. Make a loop through four rooms until you reach the room to the south of the turnstile.



After you find a key, you'll be able to make a longer loop that will take you north through the turnstile. When you reenter the turnstile, you'll be able to reach the western section of the dungeon's first floor.

Q&A FAST FACTS

Stack? Pick up the phone and give our counselors a call. Or write to: Counselors' Corner, P.O. Box 87032, Redmond, WA 98073-8732

Fortress

- Q: What is Blitz Mode?
- A: Blitz Mode is faster than Normal Mode, and you won't get a head start at the beginning.
- Q: What do I get for completing Tournament Mode?
- A: You'll get to use the game credits.
- Q: Are there any differences between these persons?
- A: The only differences are the graphics and soundtrack. The blocks and weapons' effects are the same in all the levels.

In the USA Call: 1-800-288-0707
In Canada Call: 1-800-451-4400

USA: MySpace, Celent, Celent.net, and
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Canada: MySpace, Celent, Celent.net, and
www.counselorscorner.ca

Make the Most of Your Game Counseling Call

Before you make a call, ask yourself five questions: What haven't I tried? Where haven't I gone in a while? Have I seen a similar item or situation before? Why would a particular item or person be in a particular spot? Is there a character in the game who might be able to help me?

WAVE RACE[®] BLUE STORM



Nintendo GameCube makes a splash with Wave Race: Blue Storm, a new racing adventure. Combining state-of-the-art graphics, crystal-clear sound and plenty of speed, speed, speed, Blue Storm proves that you don't need fins and gills to rule the waterways.



DOIN' THE WAVE

Wave Race game debuted with the Nintendo 64 system and was an instant hit, becoming one of the most popular racing games in Nintendo history. Just as the anticipated arrival of the Nintendo GameCube signals a new age for video games, Wave Race: Blue Storm signals new life for the classic race. Sporting improved graphics, wondrous sound and the best water effects you've ever seen, Wave Race: Blue Storm will thrill both experienced watercraft fanatics and hydrophobic rookies. Don that orange life preserver and buy some sunscreen as the NP Crew takes you through high-speed, white-knuckle racing that's as real as it gets.



It's never too early to start a world tourney, which lets you know exactly what would happen if you took your watercraft on a trip up the Nile.

It ain't what you cove. Your Wave Race: Blue Storm will have you soaring, flying, jumping, and shortcuts, slow and fast, racing for talented drivers.

THE COURSE FORCE



You'll be king of the world when you race the NP crew in Wave Race: Blue Storm. Keep an eye out for the following milestones: records, hours and trophy trophies.



What good is a racing game without challenging courses? Wave Race: Blue Storm lets you tear it up on eight unique tracks that are spread across the four corners of the Earth. Dodge boulders and fishing boats as you fly through the vacation paradise of Argen Lake, Wave to chunky polar bears and massive cruise ships while avoiding crumbling icebergs in Arctic Bay. Shatter gondolas and send tourists running for cover as you crash through open-market carts in the Venice-like La Stresa Canal. Bring a diverse camera because the game also houses fully interactive environments and beautifully rendered backgrounds. Much like on a real trip around the world, you'll have a hard time seeing everything — no matter how long you play.



Protect busy places even when you're not racing with the NP crew. You can always keep an eye on things. No matter how hard you're watching the dash, square with that joy of the game.

PICK A PILOT

Nintendo has designed some of the bravest and most skilled riders in the world to pilot on the Wave Race. Each rider is rated in five individual areas: speed, acceleration, maneuvering, skill and strength. The Wave Race Blue Streak scores vary widely in skill, which is a welcome change from racing games where every participant handles like the same person. Skilled players must learn to use different techniques for each race based on the rider they select. A rider with high acceleration and maneuvering ratings might slip through turns like a hot knife, while a rider with a high strength rating can put pedal to the metal and try to knock other riders out of the running. While it's fun to learn the ins and outs of one particular racer, the true challenge comes in mastering the intricacies of every rider in the game.



Even if every rider is on steroids, the game streaks along without a lot of slowdown. You won't run into problems with maximization, and the only loop you'll get comes from thumbing a cool, cheap button machine.

THE MODE ABOVE

There are five different modes of play in Wave Race: Blue Streak. Take on all corners and unlock new tracks in Championship Mode; explore the landscape and find hidden shortcuts without the constraints of time, buoys or other riders in Free Roam Mode; Make waves go down and jaws drop while you kick out amazing tricks in Stunt Mode; Beat your best time and race your ghost (which takes the form of a bright yellow helicopter) in Time Trial Mode. And, finally, match thumbz up with up to three other players in Multiplayer Mode battle royale. While the single-player games are a blast, nothing can compare to the joy of danc-

ing the victory battle while a dejected opponent weeps on the sidelines.



Wave Race: Blue Streak is Stunt Mode, where tracks will bring in one year's worthbooks.



The strength rating represents your ability to knock other riders out of the running. You can knock other riders off their machines by bumping up against them—once you're knocked in longer, the kick is stronger.



The power of Multiplayer Mode will not be denied. Even with this much action on-screen, the camera fly fast and furious.

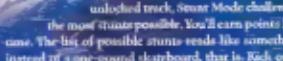
BE THE CHAMP

Championship Mode features four difficult tracks—exhibition, normal, hard and expert. Once you clear the Dolphin Beach track on the exhibition difficulty setting, you'll move up to expert, and six and seven days in a row, respectively, on the other settings. Riders accumulate points over each set of days, and you must earn a certain number on each setting to advance to the next. Once you've completed all difficulty settings, you'll unlock a new track that you can access in any mode. One

of the nice features of Championship Mode is that you can see what the weather will be like two days in advance and plan your strategy accordingly.



You can track an opponent's progress with the bar at the top of the race board on the screen. Also displayed are your current place, the number of laps remaining and your lap leading count.



Riders can only hit them on extremely lucky are correspondingly in Stunt Mode. You might need to do some work for some of the big ones.



The most exciting of the four tracks is the inevitable with you win the championship trophy on the normal difficulty setting.



STUNTED GROWTH

Stomach-lurching moves are par for the course when you take a ride through Stunt Mode. Available on any unlocked track, Stunt Mode challenges riders to complete a course in the shortest amount of time while performing the most stunts possible. You'll earn points for performing a stunt successfully, riding through a ring and finishing with a low score. The list of possible stunts reads like something from Tony Hawk's personal notebook—if he rode a 500-pound watercraft instead of a 500-pound skateboard, that is. Kick out, headspin, car car, nose-axes, handstands, barrel rolls, heart crackers and more while flying off cliffs the size of Texas. In addition to jumps, riders can also shift positions on their machines, so you can speed through a course while sitting backward, lying on the front or even standing on your head! The popular

Submarine feature from Wave Race: Kawasaki Jet Ski also makes a triumphant return. If you can pull off the Submarine stunt, you'll be able to plow underneath bridges, docks and other obstacles to shave precious seconds from your final time. You have to see it to believe it.



Different sets of rings are worth different point values. Only the best of the best will be able to hit them all while simultaneously pulling off sick tricks.



WEATHER THE STORM

Want to show off your handle the twists? Not concerned about opposing riders? You've got it! In your lightning reflexes? Well, try to pull it off during a tempest! Weather plays a huge role in Wave Race: Blue Storm, and understanding the various conditions as you progress through the game, you'll see rain, snow, fog, clouds, wind and more—and weather will affect the course of the track. A heavy rainstorm will kick up and massive waves to toss your craft like a baseball. Snow will slow your jet ski down, forcing you to make split-second decisions when buoys and obstacles rise out of the gloom. Once you've selected certain weather conditions, you can switch them around to create your own personal race.



Places take place both in the deep-blue sea and at night. Ocean City Mariner (left) is any number of delights for sheet glemmer.



Weather like wrench heave with the surrounding environment. Huge waves, for example, might cause cracks to fall from a passing cargo ship.



RACE FOR HOME



Once the long-awaited GCN launch date of November 18th arrives, it's anyone but the eager gamers everywhere who will be clamoring for Wave Race: Blue Storm. Poly art, unique 3D both control and graphics, it's a new standard for racing games of all types. We've been so impressed by the modest and bold of the game that we've highlighted the incredible sound effects, which place over 300 splash and engine growl right in your living room. Grab a friend, get a GCN and get your fillings of wet and wild fun when Wave Race: Blue Storm hits the stores.



Meet Your New Family

There's Cobi, Tara and Over 300 Wacky Monsters!

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Level: 1

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Join Cobi and Tara in Enix's newest additions to the Dragon Warrior Monsters collection for GBC. Vast new lands full of wild monsters await you in Dragon Warrior Monsters 2: Cobi's Adventure and Dragon Warrior Monsters 2: Tara's Adventure.

EVERYONE
E

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ANEW GENERATION

A family's ship sets out across the great blue ocean by request of the king. It is brimming with supplies and is on a pilgrimage to start a Monster Ranch on a small island known as GreatLog. Two young siblings, Cobi and Tara, scamper and play about the ship deck, unaware that they are soon to be thrown into their own adventures and will have to rescue their new home on GreatLog. Play is one of the aspiring young Monster Masters, Cobi or Tara, in immense parallel adventures. Link up the two games to unlock new secrets, trade monsters or breed new, new monsters.

GreatLog's King asked us to settle

GreatLog's King asked us to settle

nintendopower.com

BIG TROUBLE IN GREATLOG

GreatLog's Naval Plug has turned up missing, and the island is beginning slowly to sink into the ocean. Someone must find a new Naval Plug to save the Monster Ranch and the rest of the island from a watery demise. It's up to you, playing as Cobi or Tara, to save the day!

The World for a Plug

Worried, the spirit of GreatLog asks you to embark upon a journey to find a new Naval Plug before it's too late. The mischievous spirit acts as a temporary plug and gives you guidance as you travel to new worlds in your search for a suitable replacement.

KEYS TO ADVENTURE

Many mysterious new worlds await you outside of GreatLog. Each world has a doorway that you must unlock before you can explore the new realm. During your travels, you will discover magic keys that unlock the doors to new worlds.

TOOLS OF THE TRADE

There are important items you can purchase, pick up on the field and find in dungeons. Equip yourself with the right tools and embark upon your quest to become the best Monster Master in all the lands and save GreatLog.

Tim Medals

Little golden medals are scattered throughout the land. Collect Tiny Medals, then trade them with the Medal Master in GreatLog for unique gifts, such as new monster eggs.

Herbs

Magical leaves that contain healing abilities restore 30 to 40 hit points to a monster. The leaves stand on long stalks away from GreatLog.

Meat

Meat—including beef jerky and onion—is a monster's favorite treat. Feed meat to wild monsters during battle to benefit them. Feed it to monsters in your party to reduce their weakness.

A MONSTROUS BATTLE

Test your skills in the Monster Arenas in GreatLog after winning the Pirate's Key. Challenge the greatest monster masters to win new Magic Keys.

6 Class	5 Class	4 Class	3 Class
WindFistK Gema Ponson	TreeBoyK FoolHoo TreeBoyB	Stork MadCancer Swinggan	Goopl AmpyGob Dankiboo AmpyGobB
WindFistA Gema Ponson	TreeBoyA Galapape FoolHoo	Octopress Octogen Kingsquad	Octopress Octogen Kingsquad
WindFistB Gema Ponson	TreeBoyC Galapape FoolHoo	HerbMan DancerLeg MadCancer	HerbMan DancerLeg MadCancer
WindFistC Gema Ponson	TreeBoyD Galapape FoolHoo	MadWing CopyCat NateWhip	MadWing CopyCat NateWhip
WindFistD Gema Ponson	TreeBoyE Galapape FoolHoo	QuakeLine MeteRising MeteRising	QuakeLine MeteRising MeteRising

LogTwig
Twigs are small pieces of GreatLog itself. Place the twigs at home in the ground while you're on the field—the Door Shrine will instantly move to you.

Staves
Staves are magic staves that can be used in battle or while you're on the field. You'll find many types scattered through the land, like the Snow Staff and the Bolt Staff!

Game Boy Color | DRAGON WARRIOR MONSTERS 2 | 23

OASIS KEY

Once the Oasis Key is yours, round up your favorite team of monsters and head out to Oasis. The land of rolling sand dunes and swaying palms is your first stop on your quest to find a new Navel Plug. Join a circus, help a king and battle a magic lamp.



Circus Star

Help out a traveling circus that has lost some of its performers in a pirate ambush by acting as a replacement. Win your way into the heart of Oasis's heart by paring the circus' act and saving it with your Monster Master skills.

Asya's Star

The King of Oasis is a kind soul, but he's oblivious to the needs of his subjects. He promises you the Tidal Bell, which might serve as a new Navel Plug, as your reward. Listen carefully to the concerns of Asya's people and report back to the king.

Canal Inspection

There's a mysterious water shortage in Asya. Find out what's amiss by following the king to Kalka and traveling down to the monster-infested canal. Bring plenty of Herbs to keep your monsters in tip-top shape.



Busy Beaver

Meddlesome gnomes have thrown Beavers out of his home at Mirage Lake. His new log home in the canal is blocking the water. Convince Beavers to pack his bags and head home by winning a monster battle against him.



Obtain CurseLamp

A troublesome figure greets you when you enter the Pirate's Hideout and challenges you to a Navel Plug competition. If you beat his monster, Curse Lamp, it will decide to join your team. With your reward, the Tidal Bell, in hand, return to GreatLog.



MONSTER CREATION

What do you get if you cross a Slime and a DragonKid? Find out by breeding monsters at Starry Shrine. Create a stronger version of a monster you already have or start a new breed. With over 300 monsters, the possibilities are endless.

Like Father, Like Son



When two monsters produce an egg, they fuse away and a new creature is born. The second-generation monster starts at level 1 but inherits abilities from each parent. Breed monsters to combine the skills you like best in one creature.



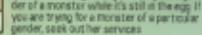
Professor of Starry Shrine

The Professor breeds and hatches eggs for you. If you tell him which two monsters you wish to breed or which eggs you'd like to hatch, he'll work his magic. You can breed two monsters as long as both the mixed breed monsters are level 10 or higher.



Egg Evaluator

The Egg Evaluator has a special task for identifying the gender of an unborn dragon and can even determine the gender of a monster while it's still in the egg! If you are trying for a monster of a particular gender, seek out her services.



PIRATE KEY

Random Items

The Tidal Bell doesn't fit GreatLog's Navel, but don't despair—you have the ability to travel on water. Become champion of the Kid's Arena Division to earn the Pirate's Key, then journey off to a land of tropical islands, open seas and a phantom pirate ship.



Squiz the Dancing Squid

Battle Squiz the Hooded Squid in a cave that's the lair of the Door Shrine, then recruit the light-footed matriarch into your party. When speaking to the old man in Port Ruzz, make sure Squiz or another water monster is in your party.

Mermaid Cove

Who would guess that mermaids love to dance? With the Hooded Squid in your party, dance by the shore in Poyota to please the mermaids and gain entry into their city. Speak to the Mermaid Queen to learn about the MoonRock and a phantom pirate ship.

Kameha's Antics

Prince Kameha is up to his usual troubling tricks again. Along with two mysterious sidekicks, he races past you to the Volcano Cave in search of the powerful Hira Minor. Could this relic, stolen from the mermaids long ago, save GreatLog?



Phantom Pirates

Phantom Pirates

A band of rogue pirates sailed off with the MoonRock from the lighthouse ages ago, then perished or were. Find the Phantom Pirates in the Volcano Cave and the Bay of the Moon to retrieve the MoonRock and return balance to the tides.



WORLD OF OPTIONS

During your journeys as a Monster Master, you may encounter magic keys that lead to secondary worlds. While you don't have to explore the worlds, they contain rare creatures you can't find anywhere else. Ambitious Monster Masters should explore the mysterious worlds.



Hopeful Friends

Once you've defeated the boss of a planetary world, you can befriend monsters and take them along for the ride. If you have not yet defeated the boss that is tied to a secondary world, its monsters will want to join you but will be unable to do so.



ICE KEY

When you return home, you'll find that GreatLog has sunk even further into the sea and that the HarMiree doesn't quite fit GreatLog's Navel. Aid a merchant in GreatLog to receive the Ice Key, then take off to a land of snow-peaked mountains and a kingdom in trouble to continue your search.



Element's Envoy



In preparation for the ice spring, a lone Elemental guards your path here. Once the pretender of the now ice-covered land, she has been banished by a cold wind. She'll once again help her and receive the Crystal Key that guards your access to Norden Castle.

A Royal Dispute

Rumors of gold in the royal mines have the empires of Norden and Westone in arms at the precious site. Travel into the mines to find the King of Norden, Ardent BardicGrag to reveal the truth about the gold, then return to Norden.



VIIBelt



Imposter King
When you speak to the peculiar-looking imposter King of Norden, you'll be thrown in jail with this wily King Brown. You'll find that the imposter king, who is actually the hideous beast Agulus, Defeat Agulus to restore the real king to the throne.



Lady Yuna's Lost Spirit
The cheetful and lively LadyYuna of Westone has fallen in to an eerie state of silence. Try chartering the Skyship to the mountain near her to free her. Return to Westone with YanaSoul and defeat Puppeteer to free LadyYuna from its clutches.



Rest for Queen Helen
Dreadful nightmares plague the once-joyful Queen Helen of Estria. Find the SleepKerb's high atop the snowy peaks of a mountain, then return to Estria and grant to Queen Helen. Release her from her nightmares by defeating GreatLog.



Enter/Eels

SKY KEY

In her gratitude, the fire Elemental will give you the SkyShield, yet another potential Navi Flag. You guessed it—the SkyShield doesn't fit GreatLog's Navel, so your search must continue. Speak to GreatLog's king to get the Sky Key, then head off to the lofty heights of the clouds.



Tower Whisker the 10+ (Unspanishable)

VIIBelt

LightOrb

HeavenlyHeim

LIMBO KEY

GreatLog is in dire trouble and still in need of a sumble Naval Plug. The evil Lord Darck has promised you a Naval Plug if you bring him more treasures. With the three treasures from other worlds in hand, make your final journey to the Land of Limbo. Prepare yourself before you leave, for the dark world between worlds is treacherous. You are GreatLog's only hope!



Lord Darck's Minion

In the hope of claiming a Naval Plug peacefully give up the TotalBell, Her Mirror and Sky Shield. Lord Darck's evil minion has other plans and will send three powerful monsters to finish you off. Defeat Deadbeakie, Amperon and Grotus 10 contests!



Battle the Darck Side

With your three strongest monsters holding you, you'll need to march to battle to Lord Darck. Use your monsters' strongest physical and magic attacks, and be sure to include a monster that can heal the party. Show him the ultimate power of a real Monster Master and send off Grotus!

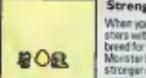
SHARE AND SHARE ALIKE

What fun is having monsters if you can't show off your great catches and creations? One of the great link options allows you to breed monsters with a friend. You won't have to struggle to catch that rare monster your friend already has. Breed it with one of yours and get its cool moves!



Monster Love

Link up with a friend and introduce your monsters. You can create them together or swap them with a friend's monster. Like one another? If they don't share interest, try changing the personality of one of the monsters.



Strength in Friends
When you breed your monsters with a friend, you breed for success! Both Monster Masters will get a special gift from the parents. Imagine the unbelievable combinations you and a friend can create.



BUT WAIT, THERE'S MORE

With 300 monsters for you to master, virtually boundless breeding possibilities and lots of mysterious secondary worlds, the replay value of Dragon Warrior Monsters 2: Cob's Adventure and Dragon Warrior Monsters 2: Tira's Adventure is mind-boggling. Return to dungeons over and over, too, since their layout won't change. Who knows what secrets or new monsters you'll find? Whether you prefer spunky Cob or clever Tira, both games are a must have for any true Dragon Warrior fan!



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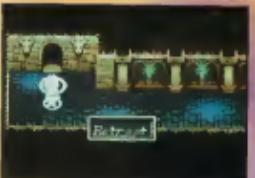
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The Fury of the Djinn



Travis. There's
ready to start
you'll have much of
the



Wind is the element of choice for Jupiter Djinn. Their ferocious Psychoenergy can lift an enemy straight off the battlefield.

Get them to come.

Sundown

...tendo and Camelot have heard your cries and brought the legend's proper time. A trek through the world of Golden Sun conjures up fond memories of Trigun, Dragon Warrior, and the Secret of Mana, but it has enough originality to stand on its own. It's a solid game for a dozen adventures. Add a multiplayer Arena Mode—where you can team up with a fellow Adepte—for the must-have role-playing game of 2001. Your ear to the ground! We'll have full coverage of Golden Sun, including screen shots, reviews, and DJmix locations, in upcoming issues of *IGN*.



Has an advantage!
Consett summons Thomast!



Ensayos de difusión
Efectos en la economía Mercado



The pure effervescent might of Mers Béjan is unmatched. Link them together for an explosive fireworks show.



nintendopowers.com



Capcom's Timeless Fighting Masterpieces Conquer the Game Boy® Advance System.



GAME BOY ADVANCE



CAPCOM

Lady Sia



Battle your way through a magical kingdom as a sword-wielding woman of action in Lady Sia from TDK Mediactive. Sia carries a sword instead of a scepter—the lady is a champ!

Battler Royal

Terrible things are happening in the Human Kingdom of Atherre, a land near Lady Sia's domain. The evil sorcerer, Onimien, and his band of baddies have taken numerous humans hostage and led waste to their lands. Lady Sia is the princess of the magical Kingdom of Myraad. She gathers together the leaders of the nearby magical kingdoms to discuss what to do about the potential threat of Onimien and his Thugs, but no one wants to act. Lady Sia ventures out alone to take care of the situation herself.

Timing: 38:44
 ♦ ♦ ♦ ♦ ♦ ♦ ♦ ♦ ♦
 ♦ ♦ ♦ ♦ ♦ ♦ ♦ ♦ ♦
 Level: Ending: PERFECT!

The Kingdom of Atherre

Enraged by the other leaders' reluctance to do anything about Onimien and his minions, Sia storms outside the safe confines of her castle, only to be knocked out by two Thugs. She awakens in a jailhouse without her Jade Sword or Family Ring. A cloaked figure helps her escape the jail and shows her how to get around the Human Kingdom. Players must guide the powerful princess through several areas of Atherre to find Sia's Jade Sword and ring, taking care also to locate the blue gems that power her Family Ring, the hearts that give her health, the enslaved humans and the green jewels that are scattered around Atherre.



©2001 TDK Mediactive

The Castle

The Castle is a strange, airy ruin with many dangerous jumps and leaps of faith. Be sure to pick up enough of the blue gems and hearts to keep you powered up and healthy. You don't have to save all the humans or collect all the green jewels to continue.



Sneak by the Guards

The large, sleeping, bear-like guards are very powerful and fast. You can sneak by them by holding down the L Button when walking past them. If you don't sneak by, they will wake up and attack you.



Pull the Lever and Collect the Jewel



Push Up on the Control Pad to pull the lever. Afterward, drop down then walk left under the platform to pick up a green jewel. Remember how to work the levers—it comes in handy later.

Fighting Guards



You're armed with a temporary sword at the start. Use the B Button to slash enemies.

Collect Blue Gems



Pick up the gems to power your Family Ring. You can use the power before you have the ring.

Collect Hearts



Hearts refill your life meter, which is also heart-shaped. Collect them when needed.

Free the Boy



Slash at the ropes that bind the boy by pressing B. Don't worry, you won't kill him.

Use the Hook



Spin right then down from the boy, then wait for the hook to take you to the ladder.

Free the Girl



Spin the long ladder to reach the girl. Free her, then ride the hook back up to continue.

Down Under



Push Down and Left on the Control Pad to crawl under the hole in the wall.

Save Points



The strange, swirly cloud is a Save Point! Once you pass it, it will look like this.

Freedom



Just past and above the Save Point is another enslaved human for you to save.

Shoot the Door



Use your magical ring's power by holding down the B Button to create a bridge.

Emancipation



Release the floating platform, then walk to the right to free another enslaved girl.

Barrel Blast



Stand back from the barrel, then use the ring's power to blow it up safely.

The Lost Hostage



The last stage is just to the left and up from the barrel. Finisher.

Bird Rescue



When you reach the bird, an automatic finisher sequence will start.

The Village

You'll spend most of your time in the Village in a series of caves beneath the town. You'll do a bit of backtracking, too, but not much. The bear guards are back, and there are many in the level. Sneak past them when you can.



Sneak Past



The bear-like guards have very strong rolling attacks, so it's best to sneak past them.



Before you climb up, head all the way to the right, past the water, to free the boy.



Climb up the windmill to the ledge, taking care to pick up all of the items.



From the rightmost ledge, jump over to the boat. Try to land in the center of the boat—you may fall otherwise. Push Up on the Control Pad to ride the boat across the rocks.

Free the Girl and Avoid Barrels



Sneak past the bear guards, jump past the wall and walk over to the house. Free the girl, but be careful to avoid the barrels the guardman throws in your path.



Sneak back to the well, then jump Down on the Control Pad to enter it.



Wait until the bucket drops near an opening on the left, then jump out of the bucket.

Cave Sove



Jump up to the small ledges to the left, to reach a girl. Watch for the stalactites!



Go up the second set of small ledges then walk through the well to reach the treasure.

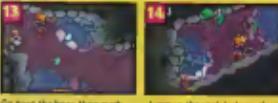


When you return from the room with the secret treasure, pull the lever by pressing Up on the Control Pad to make the gray platform move. Ride it to the tops, then go back into the well.



Ride the bucket to the bottom, go right, then crawl under the crystal formation.

Moving Float



Go past the bear, then push Down on the Control Pad to look for the float. Jump on it.



Jump up the rock ledges, then head left to see the hostage. Be careful near the stalactites!



Jump to the center of the water spout to ride it up and out of the underground area.



Walk left from the water spout. Sneak past the bear, then jump up to the boy.

The City

Lady Sia hates human cities, but she must search the City for her Family Ring, which gives her great power. The City is very straightforward, with most of Sia's adventures following a left-to-right pattern. You will also have to climb up a few times.



Over the Water



Climb up the windmill to the ledge, taking care to pick up all of the items.



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From the rightmost ledge, jump over to the boat. Try to land in the center of the boat—you may fall otherwise. Push Up on the Control Pad to ride the boat across the rocks.

On the Ledges



Climb up the windmill to the ledge, taking care to pick up all of the items.



Climb up the windmill to the ledge, taking care to pick up all of the items.



From the rightmost ledge, jump over to the boat. Try to land in the center of the boat—you may fall otherwise. Push Up on the Control Pad to ride the boat across the rocks.

Hop to the Boat and Ride Across



Climb up the windmill to the ledge, taking care to pick up all of the items.



Climb up the windmill to the ledge, taking care to pick up all of the items.



From the rightmost ledge, jump over to the boat. Try to land in the center of the boat—you may fall otherwise. Push Up on the Control Pad to ride the boat across the rocks.

Free the Girl and Avoid Barrels



Free the girl, but be careful to avoid the barrels the guardman throws in your path.



Climb up the windmill to the ledge, taking care to pick up all of the items.



Climb up the windmill to the ledge, taking care to pick up all of the items.



Climb up the windmill to the ledge, taking care to pick up all of the items.

Destroy Barrel of Hedgehogs



Use the Jade Sword to slice through the barrel of annoying hedgehogs to stop the steady flow of rodents. Don't approach the hedgehogs too quickly—they're prickly!

Rot Attack



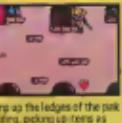
Use your bows carefully, or the rot creatures will rot you and hurt you a little.

Tough Guys



Beware—bears will drop from above. Take out the shielded bear, then rescue the knight.

Liberate the Knight



Jump up the ledge of the park building, picking up items as you go, then free the knight.

Be Very Afraid



The bear is very fast. Carefully approach it, then retreat with the Jade Sword.

Hidden Diamonds



Jump onto the ledges to look for hidden green jewels!

Drop on Anvil



Push the lever to drop an anvil on the head of the well-armed fox.

Avoid the Fish to Leap to Safety



The fish will knock you into the water, and our Lady can't swim, so do your best to avoid them. Carefully jump from barrel to barrel! Just past the water is a Save Point.

Pumpkin Bear Attack



Face your sword attack so you can run away when the pumpkin appears. Take out the bear on the right.

Get the Key and Jewels



Jump up the ledges to a key and a few other items. Lead to the left and walk on air to reach the green jewels.

Bottle the Bears then Unlock the Lever



Quickly attack the bears before they use their magical attacks against you. Avoid the magic if you aren't quick enough! Pull the lever, then jump on the crane to get across the water.

Free Two Hostages



Get past another bear! pumpkin trap to reach the knight. Take out the knight. Within the power of your energy belts is much stronger.

The Formik Ring



Pluck the Formik Ring from its perch. Within the power of your energy belts is much stronger.



The T'soa Airport

Quite soon after you land at the T'soa Airport, you'll realize that it is much more dangerous than the other areas you've visited. You

must be careful in the airport—there are many places to fall and plenty of obstacles to avoid.



First Lever



Carefully move right then down to reach the first lever. Pull it to stop the windmill.

Second Lever



Run past the windmill, then jump up to the second lever and pull it to stop another windmill.

Third Lever



Jump up to the right of the second lever to locate the third lever you need to pull.



Secret Heart



Continue to the right, but don't cross the bridge. Ride the wooden platform down to the heart.

Take Flight



Jump right from the heart to free a grapple, then ride the bird flying in the air to the other side.



Down the Blimp



Fly carefully, avoiding both the enemy birds and the bombs the aerial aircraft tries to drop on your head.

Switch Two Levers



Locate and pull both levers marked 10 on the map to turn off the lever so you can go east.

Liberation



Jump right from the top lever to read the bay in distress. Free him.

Save the Girl



Run across the bridge, avoiding the bombs that will be thrown at you, to save the girl.

Windmill Lever



Head down and right from the girl to pull the lever, then make your way left.

Drop to the Girl



Fall through the gap to reach the girl, then rise the balcony back to higher ground.

Birdy Blitz



Take another flight to the right, since your wording bombs and birds.

Green Beams



Run between the beams when they pause, or skip the lower area altogether.

Blimp Attack



Flip the top switch to send up to the first level. Smash the blimp to stop its bombing.

Ride Up



Flip the switch past the blimp, then ride the balloon to the top and stop on the bed.

The Pelican

Fly over to the mice that came out on deck and use the B button to knock them off the ship. After you've dropped a few mice, the Pelican will come out on deck. Fly over to him and press B to make him surrender. If your health gets low, there is a gold heart below the right side of the ship.



The Peripheral Realms

After you defeat the Pelican, three new areas will open for you to enter in any order. We've chosen to tackle them as they're ordered on the map, but you

don't have to. We'll show you how to get through the Water Kingdom and the Fire Realm, but you'll have to check out the Air Kingdom yourself.

The Water Kingdom

Lady Six cannot swim, which makes the Water Kingdom quite a challenge. Be very careful when jumping across the water. If you

can't defeat Poseidon with the Iwes you have left at the end of the Water Kingdom, you'll have to do the area over again.



Jump Gaps



Column Crisis



A boy sits between two columns, just waiting for you to stand her with your trusty sword.



Activate the Waterspouts



More Jewels



If you jump up to the highest column, you will see several more green jewels to take.

Rocky Will Appear



Rocky will pop out of the water when you get close to the edge. Wait for them

Crabby Fire



The crabs spit a lot of power in magic at you. Try to time your jumps to avoid their fire across to the ship.

Shoot Shark



At the top of the second tall column is a switch shaped like a star. Pull it to trigger the waterspouts, which will help you get across to the ship.

Ship Shape?



Don't pause as you run across the ship—it's trembling to dust!

Hostage Hof



Just past the named ship is another hostage. Free him, then continue on.

Column Sense



Whack the bottom of the column with your sword to create a makeshift bridge.

Shear Shark



Shear the shark from side-to-side so he doesn't harm you, then save the girl.



Posideon

If you can hit Posideon belt three times with your magic, he will join your side. Jump the waves, avoid his triton and charge your magic the second he raises his arms to defeat him.



The Fire Realm

The Fire Realm is a bit rougher than the Water Kingdom. The spiny vines are tricky, the Guardmen are fast and strong and there

is lava everywhere you look. As always, look before you leap or Sis might get burned.



Sinking Rocks



Jump over Rock



Jump on the Floating Rock



Lava Fountain



Jump to the platform as the lava spits up so you will cross the platform in between its spurts.

Swipe the Vines then Run



Swipe the vines with quick cuts from your sword, then run across the area before the vines fall on your head and hurt you.

Hard Rocks



Is Mario Kart 8 Super Circuit driving you crazy? Take a spin through the NCrew site for free tips, tricks, and charts for all the hottest games.

While you're there, check out the latest downloads, game clips and accessories to keep your desktop up to date.

Jump quickly from stone to stone—they're floating, but they'll start to sink.

Platform Rescue



If you ride the rock, it will crash into the lava and you'll be sent flying.

Swipe the Stalactite and Ride Across



Wait at the bridge until you see a rock that's going to fall. Jump on the rock and ride it across the lava to a Guardman and the unlucky gopher guarding

Slide of Life



Watch out for the crumbling platforms, which look like stacks of several rocks.

Save the Soldier



Jump across the platforms to yet another victim of the Thicc Sweeper.

Jump

Jump to the top of the rock formation, then smash the stalactite with your sword to make a rock raft. Ride the raft across the lava to the other side and watch out for lava spurts.

Sis Later

The boss at the end of the Fire Realm is very much like the boss at the end of the Water Kingdom. If you don't manage to defeat him, you'll have to play the entire area over again. Beyond the Fire Realm

and the Air Kingdom, Lady Sis will find more beastly enemies, potential allies and plenty of danger. Pick up Lady Sis to learn more about the strong, sassy princess's adventures.

ONLINE CONTESTS

80 Days! 80 Challenges to win! Starting September 21 you'll have a chance to win a Game Boy Advance — day-in and day-out for 80 days! Visit our pals at Sports Illustrated for Kids (www.nckids.com) and look for the NCrew online game.

Play the game, join the NCrew and enter to win. It's fun and it's FREE!



NEWS

Get on top of your game with the latest from the NCrew. Get the word on the Game Cube, new titles, and in-store Walmart promotions before they hit the streets.



WE GOT GAME
WHERE'S YOURS?



NCrew memberships It's the fastest route to all the latest news, contests and game tips. And best of all, it's free! So log on to NCrew today and get in the game.

WAL-MART
Always



Toon In

This month we've got a couple of quick hits of Pokémon news and info, including a Pikachu-pumpkin just in time for Halloween. We're always excited to hear from Pokéfans who create cool, customized

Pokémon stuff. Send your pics to the Pokécenter at Nintendo Power, P.O. Box 97082, Redmond, WA 98073. Who knows? Maybe your work will appear in the Pokécenter!

The next wave of all-new Pokémon cartoon adventures is on the Kids' WB! The Pokémon pictured are just some of the creatures featured on the show this season. Will Ash become one of the Johto League Champions? Tune in to your local Kids' WB! every Saturday to find out. Check out www.kidswb.com for your area's viewing schedule.



Feraligatr



Alomom



Granbull



Hitmonsta



Houndoom



Chris Gutz won first place in his school's Halloween contest with his Pikachu-pumpkin. Now that we think about it, you could probably fashion lots of different Pokémon out of pumpkins and paint.



Ariados



Pikachu



Skiploom

Pokechat

Hey you, Pokéfan! Does Pokémon Yellow have you feeling blue? Is Pokémon Gold or Silver making you see red? Snap out of it and send us your puzzlers. We're up to the challenge!

Q: Can I battle Red more than once in Gold, Silver and Crystal?

Q: When does the Mew Two appear in Crystal?

Q: Where is Tyranitar hiding? I can't find one anywhere!

A: You can't catch Tyranitar in Gold, Silver or Crystal—you have to catch one of its lower evolutions, then raise it into Tyranitar. In Gold and Silver, catch a Larvitar in the Silver Cave, then raise it into Pupitar and, finally, into Tyranitar when it hits Level 55. In Crystal, check the Silver Cave for Larvitar and Pupitar. There aren't many Larvitar and Pupitar hanging around the Silver Cave no matter which version you're playing, so you'll have to be patient.



Q: Where is HM 05, Flash, in Gold, Silver and Crystal?

A: Head over to Sprout Tower, which is conveniently located in Violet City. Battle your way past the Bellsprout-loving sages inside the tower, then take on the Elder. If you defeat him, he will present you with HM 05, Flash.

Q: Why do Pokémon players in Japan get to catch Mew and Celebi in their games, but we don't have the same opportunity? That's so unfair!



Q: Is there a TM for Mean Look?

A: No, there isn't. Geimer learns the move as an Egg Move (its father has to know it to pass it on) and Zubat, Golbat, Crobat, Gurdy, Hsuanlu, Gengar, Smoochum, Jynx, Unlkron, Murkrow and Misdreavus all learn the move by leveling up.

Q: Where are Mareep, Fluffly and Ampharos in Crystal?

A: Mareep, Fluffly and Ampharos aren't in Crystal at all. If you've converted to the crimson and want to harness the electric herd's power in Crystal, you'll have to trade them over from Gold or Silver.

Q: I went to the Battle Tower in Crystal, but I could battle teams up to only Level 40! I thought the Battle Tower went up to Level 100! What's going on here?

A: After you defeat the Elite Four, Level-50 through Level-100 rooms will open. Until then, you'll have to make do with the four rooms that are open.



Pokémon University



ELM

Welcome to Pokémon University! Professor Elm and Professor Oak are two of the most respected Pokémon authorities in the Pokémon World, and they're teaming up to answer all of your Pokémon questions.



OAK

Which of my own Pokémon can I use in Pokémon Stadium 2's minigames?

You can use quite a few, actually. Any Pokémon starting in a minigame will be pulled off your Pokémon game first—that means Golbat for Gengar Golbat, Hitmonlee for Togepi-Turky, Seviper or Purrlo for Clear-Cut Challenge, Furret for Furret's Frolic, Mr. Mime for Barrier Ball, Pachu for Pichu Power Plant, Dondop for Rampage Rollout, Iggybuff or Cleffa for Streaming Stampede, Togepi for Tumbling Togepi, Delibird for Delibird's Delivery, Chansey for Egg Emergency and Eevee for Eager Eevee. The Pokémon in your party are looked at first, then each box is searched from lowest to highest to find eligible Pokémon. So if you have both Cleffa and Iggybuff, and Cleffa is in Box 1 and Iggybuff is in Box 10, you'll play Streaming Stampede with Cleffa. If you want to use Iggybuff, move it to your party or switch it with Cleffa. You can also play some minigames with Pokémon that are not starting in the minigame, but only if the star or stars of the minigame are not present on the Game Pak you're using. You can use Scizor in Clear-Cut Challenge, Girafarig in Furret's Frolic, Pikachu from Pokémon Yellow (if it's never been traded and still on the Yellow Game Pak) in Pichu Power Plant and Omastar in Tumbling Togepi.



Make sure that you trade away the minigame stars to clear the way for the ultimate Pokémon to play in the minigames.

You don't get an advantage in minigames by using your own Pokémon, but it is kind of fun to see them in action!

How do I pass the Skill Test in the Gym Leader Class of Earl's Pokémon Academy?

In this part of Pokémon Stadium 2, you need to take down the opposing teams with the right Pokémon for the job. Sure, you could beat up other teams with many combinations of Pokémon, but you have to pick the right teams to earn your medal.

Battle 1: Choose Pokémon that know two attacks that create status abnormalities, like Attract and Confuse Ray. Double up on the move to keep your opponents from attacking. Select Lanturn, Gartly and Raichu to take down the other team.

Battle 2: All three Pokémon should use items that complement their attacks. Primape, Poliwhirl and Poliwrath fit the bill.

Battle 3: Select three creatures that have attack types that match their Pokémon types, because the power of those moves is multiplied by 1.5. It is known as Same Type Attack Bonus. Mareep, Wooper and Spinarak all qualify for the bonus.

Battle 4: Your opponent uses only two moves: Fly and Dig. Choose Pokémon that have moves that can hit your opponent's Pokémon when they are in the air or underground. Seadra, Magneton and Aerodactyl have moves that can do the job.

Battle 5: In the final battle in the Gym Leader Class, your opponent uses Light Screen to reduce the power of any Special Attacks used against their team. Attacks that draw on a Pokémon's Attack stat won't be affected by Light Screen. Staryu, Mr. Mime and Jynx have the right moves for your team.



Choose your team wisely. It's not enough to be better—you have to win the battles with the correct Pokémon to advance.

You can double up moves to keep opposing Pokémon from attacking you. Raichu's combo of Attract and Sweet Kiss is just one of many.

Colosseum

The Colosseum is the place where Pokémon Trainers gather to show off their Pokémon teams. It's also a place to learn more about training and battling Pokémon teams.

Gregory Igang of Long Island, New York, is a dedicated Pokémon player who goes by the screen name Arma in the online Pokémon community. A lot of very serious Pokémon study takes place online, and Gregory's team proves it. Gregory obviously thinks very carefully about each Pokémon and its strengths and weaknesses before he puts together a move set for it. He uses moves that are very different from those used by most of the teams we see.



Ampharos



Item	Quick Charge
Thunderbolt	Fire Punch
Hidden Power	Reflect



Dragonite



Item	Leftovers
Fire Blast	Safeguard
Haze	Double-Edge



Miltank



Item	Leftovers
Body Slam	Psych Up
Milk Drink	Heal Bell



Rhydon



Item	Quick Charge
Earthquake	Substitute
Rock Slide	Flame Wheel



Suicune



Item	Leftovers
Return	Curse
Mirror Coat	Rest



Muk



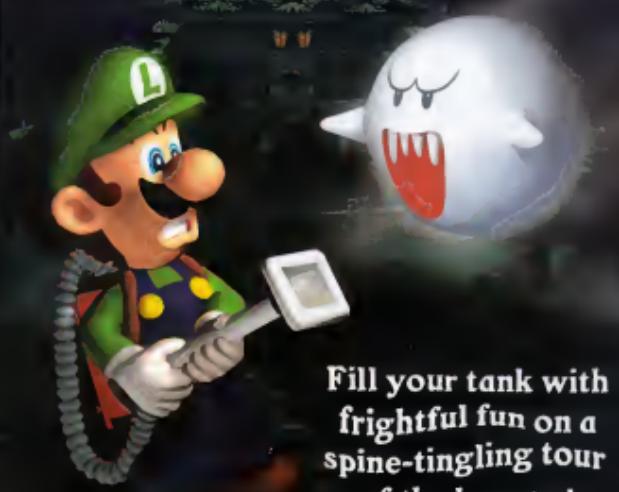
Item	Mind Berry
Sludge Bomb	Curse
Hidden Power	Pest

Gregory's Ampharos was bred to have Hidden Power as the base move of 39 moves, and Reflect gave Ampharos the upper hand against Ground-types. Gregory uses the Ampharos as a team, not just as individuals. Dragonite's Safeguard works for five turns, even if Dragonite is switched out. Likewise, Miltank's Heal Bell can undo any status changes that might have affected the team before Safeguard took effect. Teamwork is always a good idea. That's why it confuses the Pokécenter when Trainers send in teams with attacks that clash. For example, we often see teams that feature Sunny Day and several Pokémon that have Water-type attacks that Sunny Day will affect adversely.

STEP 1: TEAM 1: AMPHAROS	STEP 2: TEAM 1: AMPHAROS
ITEM: LEFTOVERS	ITEM: LEFTOVERS
MOVE: THUNDERBOLT	MOVE: FIRE PUNCH
MOVE: HIDDEN POWER	MOVE: REFLECT
MOVE: FIRE BLAST	MOVE: DOUBLE-EDGE

Rhydon's Rock Slide (attack Earthquake, which is plenty powerful for a Rock-type) can't hit a Water-type, but won't touch a Fighting-type. Pokémon Fusion is a one-hit KO move that Gregory reserves for tough Pokémon, such as those that use Curse in the same way that this one does.

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VOLUME 149 **PLAYER'S POLL CONTEST**
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FISHES!



WEB SERVER

Activision and Vicarious Visions have put the world's favorite web-slinger into a less friendly neighborhood—a metropolis menaced by malevolent miscreants. Swing, crawl, climb, leap and fight your way through the thug-laden streets of New York to unravel the mystery of a building crane wave. Want to know who's behind it all? Here's a hint: Read the subtext.

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Crawling into Combat

Spider-Man's special powers afford you an extensive arsenal of moves and attacks. You'll need to master the basic controls to complete any of the levels.

Sticky Fingers



Spider-Man can cling to virtually any surface in the game—all you need to do is jump onto the face. You can also use the Control Pad to begin crawling when you're within range. Jump into the air, then press R to start swinging.

Swing Sets



Swinging is the fastest way to move around, but it will quickly use up your web. It's better to swing when you're refilling your web reservoir. Press R while swinging or walking to fire a web shot. It will be there long enough for you to land a punch.

Freestyle Wrapping



Many enemies are positioned so they'll have the advantage when you attack them. Press R while swinging or walking to fire a web shot. It will be there long enough for you to land a punch.

Silky Shield



Press the L and R Buttons at the same time to open the Web-shield. You can't move while it's active. You won't be able to move while the shield is up, so it really just delays inevitable confrontations.

Fast Fists



You'll probably end up using punches to defeat most enemies. But you won't always do that while you're swinging. You can also punch while you're clinging to a wall or ceiling. Press B to punch.

Drop Kicking



If you're in the air when you hit the B Button, you'll execute a kick rather than a punch. You can also drop kick effectively against enemies who hurt projectiles. You can both jump over the projectile and land a B-kick.

Making Hay



Press B while holding Up on the Control Pad to deliver a broadside. You can also do this while the Web-shield is up, as you may want to wrap up enemies in webbing before you attempt the move.

Hit and Spin



Try to punctuate your punches with a powerful hit-and-spin kick. You can execute the attack by pressing B on the Control Pad during a kick. Like the uppercut, the roundhouse is slow but powerful.

Secret Power-ups



The shortest route isn't always the best route. Many useful power-ups—like special suits that give you extra strength—are tucked away in remote corners of the levels.



Dangerous Directions

You'll need to visit every map area to complete the game, but you don't have to visit them in any particular order. When you start the game, you can choose one of three missions.

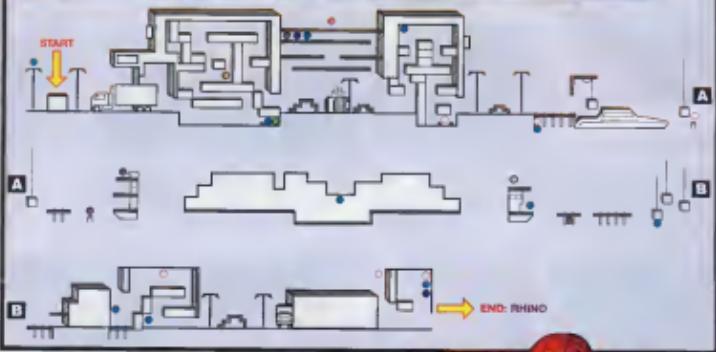


A nice day in the Big Apple will turn rotten when New York's criminals go on a rampage. Select the mission you want to play on the map. When you complete any of the three open missions, a new one will appear on the map. Complete six missions to open the final area on the map.



PIER 54

Once you get the hang of crawling along walls and ceilings, it won't be tough to navigate the pier's maze of boxes and docks. Timing your swings over the water will be the biggest challenge in the mission.



Map Key



Avoid the Voltage

You won't be able to crawl past the electrical transformers on the walls until you find an Electro Suit in the Chernobyl building. A Web Belt—which increases the storage capacity of your Web Shooter—is the prize for returning to the area.

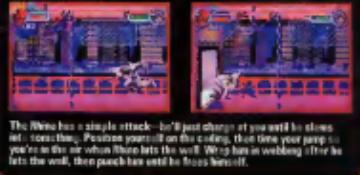
Throngs of Thugs



There are two kinds of thugs on the pier—weak, projectile-throwing guards and burly thuggers, who can take a lot of damage. Use your webbing to make them temporarily helpless.



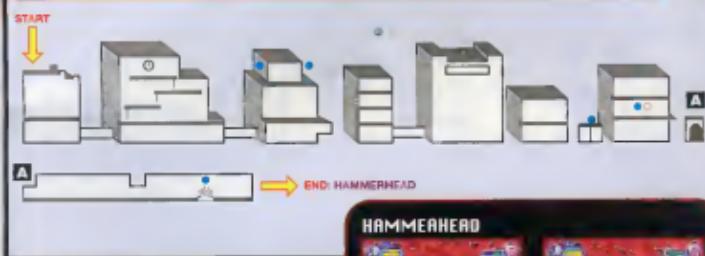
RHINO



The Rhino has a single attack—he'll just charge at you until you will stop, not touch him. Position yourself on the ceiling, then dive your jump so you're in the air when Rhino hits the wall. Rhino has no webbing after he hits the wall, then punch him until he frees himself.

DOWNTOWN

Hammerhead's henchmen have taken control of the Downtown streets. Fight your way to Hammerhead's lair so you can question the misshapen mobster about the crime wave.



Rat-a-Tat Rats



The big jerk from the pier site is also Downtown, but you should be more worried about the rat-tossing wise guys. Fire webs at them while they're off-screen to tie them up before they can shoot you.

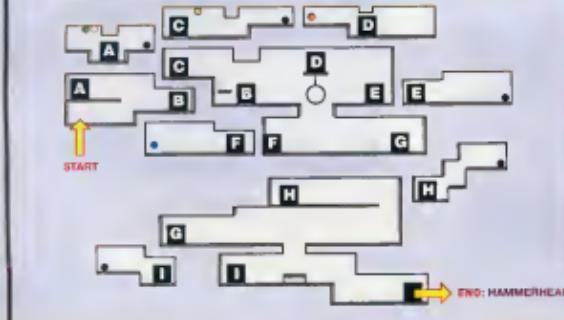
HAMMERHEAD



Hammerhead is like a tougher version of his trigger-happy henchmen—try to wrap him in webs before he fires his gun, then hit him until he wriggles free. Try to finish him off quickly, because he'll continue to call for extra help from his thugs.

NIGHTCLUB

Follow Hammerhead's trail to his hideout—a nightclub where his henchmen are holding five hostages. Search the building until you rescue all the hostages, then confront the boss again.



All Tied Up



The hostage locations are in the black dots on the map. You'll need to touch them to set them free.

Let's Lead



Gummie is bound in the nightclub, so it's a good idea to shoot webs to free him if you see him. Don't overdo it, however, or you'll run out of fuel.

EMPIRE METALS

The Empire Metals steel mill is the most dangerous and difficult of the three open areas on the map. Remember to crawl while you are over molten metal to minimize the chances of falling to your doom.



Industrial Accidents



Don't assume you'll land on solid ground when you drop from the ceiling. The metal beams on this factory floor will end your turn instantly. Beams can inflict damage, but they are easily avoided.

Foundry Fees



Ninjas are both faster and tougher than other enemies you'll face. Hit them with webbing quickly — you can't hide from their throwing stars. Shoot webs at mounted guns to destroy them.

STICK WITH IT!

There are three more levels and a slew of secret items to find in the game—including the cool *Symbiote Suit*, which gives you unlimited webbing. Check out nintendopower.com for a movie that shows you how to reach the useful duds. Remember that you haven't really beaten the game until you've played Super Hero Mode, so keep at it until your Spider Sense snoozes tingling. 

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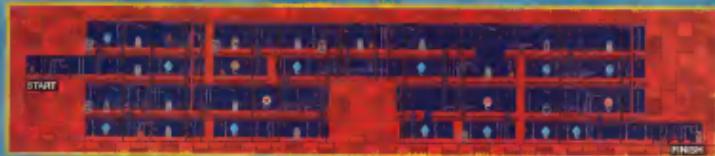
REFERENCES

GAME BOY ADVANCE

Level 2: Lights Out

Put your valve wheel-turning skills to work in Level 2 as you navigate a gauntlet of hazards while trying to free your trapped

companions within a set amount of time. Open doors to reveal a grateful shogunate, a crystal or a helpful item.



Hop the Hazards



Even passing the main hazard is the easy part. To be safe, time your jumps over these events so that you're not ever spikes during a blast. Also, pass between the two spikes to avoid the suspended spikes between floors or spikes, respectively. The hazards are often located near ladders.

Help Your Pals



Free all of your pals to complete Level 2. If a room contains a person, its door will open after only one attempt. A secret room, located in the depths of the area to the far right of the level, will put valuable time back on the ever-ticking clock.

Level 3: The Leviathan

Your goal in Level 3 is to nose through and escape the burning hulk of your disabled vessel. Follow the guide arrows and be

sure to grab health power-ups when you run across them. To collect every crystal, you'll need to do some hotfooted backtracking.



Shake 'n Bake



Steam vents and exposed pipes are the most common hazards in the level, but they don't necessarily pose as much of a threat as the sporadic fires that block key routes. Here, wrangle into configurations that have your boulders to activate hidden extinguishers and clear your path. If the ship starts to shake, stay put until it has a settling point and then run.



nintendopowers.com

Level 4: Encounters

Level 4 requires you to pursue Professor Kida across three of the most really tough terrain in the game. Swinging hazards and

spikes will damage Milo, and falling into chasms will end your run. Use the L and R buttons to survey the landscape.



In the rolling boulder area, walk until the rock rolls all the way to the left, then jump down and run to the right. Use the boulder as a springboard to reach the next, blue ledge, which will jump you into the area where you land on it. At the top of the cliff, collect a heart power-up.

A Leap of Faith



To get to Kida, jump from the far-right platform in the center section to the top of the purple ledge. Walk right, through the purple rock, to find a secret room containing a surprise. Return to the center and jump out and back to reach Kida.



WCO has monitored the unpleasant aspects of Adonis in the first level, based them on his share with aegam but he most



New Orleans



Most of the best players will be
easier to be with. Good, caring teachers
and kind, patient people all make their
but... **the best teachers** are
the ones who can make this benefit



Use the drill to bore through two weak spots in the upper cownut's base. (Look for cracked bridge-like areas.) Drill through the left spot before taking on the one on the right. Before squatting down to lay the crows, make sure that you've closed the upper cownut at opposite ends.

Back on Dry Land

If you're a fan of the *Star Wars* movies, you'll be in heaven with *Star Wars: The Lost Empire*. Like tricky puzzle games, *Star Wars: The Lost Empire* will have you jumping for joy. The game's 15 levels are filled with action, but they're true to the *Disney* spirit—its 10 levels always have a sense of humor and fun. Action more than dynamite does. 



• If you have a pit containing seeds, be the first to pick the right pit. In the second, pick the center pit; in the third, pick the left pit; in the last, pick the center pit.



Game Boy a-Go-Go

GEAR UP WITH OUR
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- **RockTrack**
- **MX 2002 Featuring Ricky Carmichael**
- **ESPN X Games Skateboarding**

GET SMART

What Jimmy Neutron lacks in height, he makes up for in smarts. Sure, the 10-year-old boy genius is the shmoes' kid in class, but Nickelodeon's latest brainchild is poised to make it big when his computer-generated movie hits theaters this December and his TV series debuts in 2002. The brainiac is also sure to rocket to new heights in THQ's ingenious adventure for GBA. Playing as the boy genius (and sometimes as his robot dog), you'll blast off for intergalactic fun in side-scrolling platformer levels and full-throttle, shoot-em-up rocket rides. With loads of high-tech gadgets and multiplayer competitions, the game's wackiness soars almost as high as Jimmy's IQ.



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SAVING THE PLANET

Jimmy Neutron: Boy Genius follows the story of the upcoming movie of the same name. It's all about an evil alien scheme, and when you're not busy saving the planet in Single-Player Mode, you can play four-player Multi-Pak Platform and Race games.



Single Player

In Single Player Mode, you'll play as both Jimmy and his robot dog, Goddard, and journey from Earth to the Yolkan moon. Fun for all ages, the one-player game features three difficulty levels and plenty of cool earthbound and deep-space locales to explore.



Multiplayer Platform

To play through the four-player game with the one-player game, play Multi-Player Mode as a team. You can play as Jimmy and other characters from the show, including Carl Wheezer, Cindy Varnish, and Nick Dean.



Multiplayer Race

For high-speed Goombas, link up and play the Multi-Player Race Mode. After you leave the starting line, you can choose the world and size of the arena where you'll be racing.

MIND OVER MATTER

In the one-player game, you must build a rocket to fly to the Yolkan moon where all of the parents from your town are imprisoned. Collect rocket parts in the five flagged areas in your neighborhood, then enter your clubhouse.



Jet Pack Journeys

One of Jimmy's bright ideas is modifying his backpack so that it functions as a jet pack. Before you can use it, you must find a spring-blank fan. Stand in front of it to charge up your jet pack, then press and hold L to take off. Recharge often.



Sewer Stroll

In the sewer, you'll play as Goddard. To fetch all of the metal panels in the level, you must charge Goddard's jet pack and fly to the collectables. Power it up and fill the yellow energy meter in the lower-left corner of the screen by using a red-and-yellow battery.



Trees in the Park

Many of the bolts you're hunting for in the Park are up in the trees. Fly up whenever you see a tree trunk to check out the treetop, and pocket the rocket parts you need as you can set off for outer space.



Cool Your Jets

In Racetown, ride roller-coaster cars to reach the clouds and fly over the town. You'll need to use your jet pack to reach the mountain above the schoolhouse. On your way there, save energy by hopping your way up the stairs, hands, cuts, ears, teeth and nose.



It's Elemental

At Umbrella Elementary School, walk to the right of the building to power up your jet pack. Rocket to the schoolhouse's ledges and roof top to find some Metal goodness. Awaft inside, but you'll have to return to the ground level first. Use your jet pack to do it.



Lasso Lasso

Jimmy outfittd Goddard with all sorts of space gear, so Goddard can lasso anything in the distance. If the dog's lasso is loose, Press and hold R, then tap A to attach the lasso to a ceiling. Press Up on the Control Pad to host Goddard and move sideways to swing.



Rocket Boy

Probe Problems

In the rocket levels, dodge or blast incoming meteors. When an enemy space probe attacks you, fly in circles to avoid its fire. Stay as the move to stay in one piece, and keep phasing away to land a hit on the alien ship.



Mega Bomb

When enemies clutter your flight path, press B to detonate the Mega Bomb. The explosive will destroy everything on the screen, so stock up on weapons by flying through the round power-ups.



Space Food

Run-ins with lasers and meteors will take their toll on your health. Revive yourself by eating some space food. The food is full of teethpicks, and you can collect them by shooting your jet pack into the power-ups.



BACK ON THE BLOCK

While The Brickster's Revenge for Game Boy Color (released last spring) seemed like a simple adventure intended for Duplo block users, the improved LEGO Island 2 for Game Boy Advance is far more complex, involving and exciting. Seuffed with over 20 minigames, tons of collectible character cards, wacky dialogue and madcap tasks to carry out, the GBA version of The Brickster's Revenge is a full-fledged adventure that once again sends shoeboondooking pizza boy Pepper on the search for the escaped con, Bricker. The game's been revamped from the ground up, and like more things constructed from LEGO blocks, the fun keeps building.



RECONSTRUCTION

The Brickster has deconstructed Pepper's town brick by brick, so you must find the pages of building plans that this vandal has scattered about the island. Hit the road to locate the *Construklopedia* Pages as well as the elusive Bricker himself.



Old Man's Glasses

Tell all the townspeople. Many of them will ask you to find a special item for them. When you fulfill one of their requests, such as retrieving the elderly man's glasses, you'll be rewarded with a prize, such as a *Construklopedia* Page.



Bill Ding's House

The elderly man will give you the *Orchard* Page for your troubles, and once the Old Man's house is rebuilt, you'll find a new page in the *Orchard*. Use the page to swap in Bill Ding's House and save the hard-hat.



Into the Tunnel

You can access the tunnel in the south end of the island once you have the hard-hat. Continue carrying out good deeds for the people on the island to cause more chain reactions that will help you further along on your quest.



Navigating the Island

LEGO Island 2 for GBA is a much larger world than the one in the GBC version, and the island is laid out very differently. It's easy to get lost, so keep track of where you are and where you're heading by consulting your map.

Phone Booths



The Infamous has all the answers, and you can give him a call by entering any of the red phone booths located around town. To place a call, walk inside a phone booth, then press the A button.



When you give the Infamous a ring, he'll tell you where to go next or where you should return to or your *Construklopedia* Pages. When you deliver a page to the proper person, that character will be able to reconstruct his or her building.

HELPING OUT

Some characters will give you *Construklopedia* Pages when you help them, while others will reward you with special items. Try helping the same characters more than once—you might earn a new item, such as a Trading Card.



Garden Work

Woods are taking over the gardener's plot of land, so help him out by picking weeds that are growing up. When you've cleared up his garden, he'll give you the *Big Bridge* token you need to cross the river.



Second Time Around

The gardener can't seem to keep weeds from taking over his garden, and if you help him out a second time, you'll win a Trading Card. Each collectible card features a portrait of a LEGO Island character. Check the album in your house to view your cards.

MINIGAMES GALORE

You must win various minigame challenges to continue your journey across the island. LEGO Island 2 sports three multiplayer minigames and 18 single-player minigames. Once you've unlocked a game, visit your house or the Clubhouse to play it for fun.



Whack-a-Bot

You'll first play Whack-a-Bot in the Innovation Center. When a Bricker Bot pops up, press the Control Pad in the corresponding direction. Avoid whacking the Infamous. If you win, you'll earn the Garage Page.



Apple Grapple

The control scheme for the Apple Grapple is the same as Whack-a-Bot. Use the Control Pad to direct your grapple and smash as many apples as you can before the timer runs out. Avoid wormy apples—they'll slow you down.



Brick Dive

During your journey, you'll reach a dead end at the broken bridge. Rebuild it by playing Brick Dive. Take a dip to find the bridge's two missing beams, as well as a *Construklopedia* Page. When you're finished, it's fixed, cross it for more adventure.



Flan Fling

In the target shooting game, toss peas at the mean team. Characters are clad either gray or black armor. Avoid hitting the knights who wear your team's colors if you want the target score in 60 seconds, you'll win a *Tell Booth* token.



Joust

Add a happy ending to your knight's tale by winning the Joust competition. Rapidly tap A and B alternately to power your gallop, then position your lance using the Control Pad.



Pizza Panic

Pepper is a pizza delivery boy by trade, so the *Pizza Panic* minigame should be right up his team's alley. You have plenty of pizzas to deliver across town, and you must beat the clock to finish the job.



Follow the arrow at the top of the screen to locate your next delivery destination. Peppa and her brother may force you to take a roundabout path, so don't be afraid to veer off course to make your deliveries.



If you deliver all of your pizzas piping hot to the people who ordered them, you'll earn the *Skate Park* Page. Use the page to reward the peap—so you can bust out stunts on your Board!



Skate Park

The Skate Park minigame grants out a two-minute freestyle session. Skate back and forth between the vert ramps to complete and build speed. Press A or B in combination with the Control Pad to pull off a mid-air array of tricks.



After you've hit the half-pipe, pay a visit to the skate park on the street. When you talk to him, he'll give you a *Construklopedia* Page and a nifty trophy, which will surely make you the envy of the island's pro skater, Bony Hawks.



Driver's Test

Pappy's a pro skater rebounder, but he's a rock star in the classroom. To pass the Driver's Test to get your paper, use an instanto. Navigate the streets and pay attention to the posted speed limit.



As long as you don't go over the speed limit, you'll pass the Driver's Test. Your prize is the Driving License, which will enable you to patrol the streets of LEGO Island using a car instead of a skateboard.



Hoop Hoop Hurry

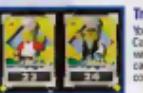
To unlock the Hoop Hoop Hurry minigame, deliver the rock solid to the main on the beach. Once you've earned the right to play his game, go for a high score by hurling 15 rings onto the striped poles planted in the sand.

MULTIPLAYER FUN

LEGO Island 2 features a few multiplayer minigames, and up to four players can compete in the Multi-Pak challenges using GBA Game Link Cables. The cables will also allow you to swap Trading Cards with fellow LEGO Island 2 gamers.



Multiplayer Minigames
T-Rax Racing, Castle-a-Rama, and Jet Lander are available as multiplayer minigames. Access them by booting up the computer in the Clubhouse next door to the west side to Pagan's house.



Trading Cards

You can collect 40 different Trading Cards on your adventure. You'll find or win random character cards, which you can swap with others via Game Link to complete your collections.



©2001 Davis Entertainment Inc.
Men in Black: The Game ©2001 Columbia/Picture Industries, Inc.

MEN AT ARMS

Every mission contains multiple guns, and you must juggle your weapons since every blaster serves a different purpose. You'll also have unique objectives in every level, so pay attention to Zed's briefing. If you bosh the job, you'll have to restart the level.

Drawing Your Weapons

Use your standard issue blaster to shoot robots and other patrolling aliens. As you secure the area, you'll come across new guns, and you'll usually need to use them to clear out alien hordes. Hit L to cycle through your weapons.

Breaking Down Walls

In Level 1, the first few gun you'll find will be a high-powered blaster. Use it only to get through the wall. Then, when you're through with the wall, shoot the blaster at the wall with black dots on them. Once you've shot all one of those banners will disappear, giving you access to new areas.

Alpha Worms on Ice

Zed has ordered you to recap turn all of these worms into ice cubes for your next mission. Blast river walls to move the freezing ice. Then use the gun to put the worms on ice. Shoot each worm only once to avoid shattering your capture.

Targeting Teleporters

At Level 2's Forest Landing Site, you must destroy the teleporters that the aliens are using to reach Earth. The warping devices are large, metallic machines. When you spot one, scan the immediate area, then fire away at the teleporter.



GOOD GUYS WEAR BLACK

Back in black and donning their trademark shades, Agents J and K embark on a top-secret GBA adventure to protect the Earth from the scum of the universe. Cine's side-scroller is based on the animated *Kids' WB!* series, and as in their popular show, the Men in Black are on cosmic clean-up duty, corralling several mischievous wayward extraterrestrials and foiling angry alien plots. Games play as both Jay and Kay, and they'll have access to the agency's out-of-this-world weaponry. Fully loaded with nine blasters, two playable characters, six levels and countless aliens to capture, MIB promises to be sci-fi that's worth a try.



MEN AT WORK

Men in Black is all about gunslinging and E.T. busting, but every agent knows that it takes a little cunning, too, to save the universe. Sneaking past aliens and outmaneuvering them play a big part in the adventure.



Now You See Him ...

Snip the glowing, purple power-ups to vanish into thin air. With temporary invisibility, you'll be able to set your sights on robots and space critters without alerting them to your presence. Use the opportunity to take out the bigger baddies.



Long Way Down

In classic platformer style, MIB features lots of climbing and elevator riding to navigate the multi-leveled levels. Diving off edges is the key to stay lower floors, but you'll risk your well-being. Play it safe by taking the time to find a lift or ladder.

Evasive Maneuvers



Duck and Fire

Apparently, aliens can aim their guns low. If you're caught in an alien's sights, don't panic. Instead, run away from the alien and roll your head, duck and fire to attack him from safety.



Rolling, Rolling, Rolling

If an enemy catches you off guard, you can roll away from them and hide under their skirts. You can also roll across small gaps in walkways by running toward them. Press and hold A while moving to run. When you dash to the gap, you'll roll over it automatically.



©2001 Majesco, Inc.

TOMCATS AND DOGFIGHTS

The wild, blue yonder gets a little wilder as Majesco unleashes warring air and naval forces in a no-fly zone that you are ordered to protect. In F-14 Tomcat, you're the hotshot pilot of a fighter plane, and enemy MiGs and subs have you and your aircraft carrier locked in their sights. The dogfighting game flies high with search-and-destroy missions and supersonic action, but you'll need more than sharpshooting skills and acrobatic finesse to secure your airspace. The arcade flight of fancy throws a few sim elements into the game, so pilots will also need acce precision as they try to pull off perfect landings and complete mid-air refueling sessions.



Multiplayer

Using Multi-Pak play up to four aces can link up and battle in Multiplayer Mode. The battle-of-the-day dogfight gives you the option of setting a time limit and target score, and it allows you to choose the type of weapons and time of day for your flight.



Landing Practice

After you complete a mission, you must land your aircraft on the carrier. If you're playing on the Novice difficulty setting, you'll automatically land. Pilots who fly on the Ace setting must land manually, and you can perfect your form in Landing Practice Mode.



THE SKY'S THE LIMIT

Up to four players can take wing in F-14 Tomcat, and the game offers three ways to fly. One-player Mission Mode is the main way to take to the skies, but pilots can also take off in a Multiplayer shoot-'em-up or touch down in Practice Landing Mode.



Mission

Play through various dogfighting scenarios in Mission Mode. Soar high, patrolling the area, then destroy things such as invading destroyers, secret submarine bases and experimental aircraft to complete your mission.

WINGING IT

In the one-player game, you'll receive a mission briefing before takeoff. You must carry out the main objective to complete the mission, and you must also protect your aircraft carrier from attacks and monitor your plane's fuel level.



Refueling

When you're low on fuel, press Select to enter your radar, then set out the yellow tanker aircraft. Zero in on the tanker, then press B to fly slowly behind. Using your cockpit display portion of the radar's outline in the center of the radar to track up and fuel.



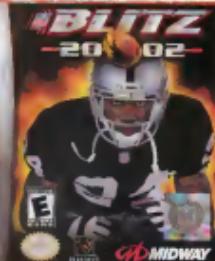
Fight and Flight

When engaging an MG, slow down and fire at its tail. Fire incendiaries, rather than blasting away with your main gun. If you're using your guns, you won't be able to fire another round for a few seconds. To keep banking loops in your sights, perform barrel rolls.



Hit Select to view your radar. Use it to track enemies and locate your aircraft carrier or tanker aircraft. If you're low on fuel, while viewing radar, press B to begin refueling.

When you're locked on to an enemy, it will appear in your radar. To continue your attack, fire incendiaries. If you're using your guns, you'll be able to fire another round for a few seconds. To keep banking loops in your sights, perform barrel rolls.



SUPER BOWL SHUFFLE

The GBA tackles the over-the-top arcade aggression of Midway's venerable NFL Blitz series, and the smash mouth football just as as hard-hitting as portable gridiron games come. Boasting all 32 NFL teams, star players, pages of plays and crystal-clear voice samples for commentary and calls, NFL Blitz 2002 is a first-draft pick that'll keep armchair quarterbacks on the edge of their armchairs. If you're a fan of the Blitz series, the GBA version sports the features you're looking for, except the game is for one player only. Even so, the road to the Super Bowl will be a tough one—especially since the self-CPU competition flexes muscle with powerful pro moves.



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100 YARDS OF ACTION

All 32 NFL teams show up for the football action in NFL Blitz 2002, and you can coach the team of your choice through a one-match Exhibition game or a full-on marathon Season. Both modes deliver the arcade-style fun that Blitz is known for.



Exhibition

For a quick matchup, play Exhibition Mode. You can choose the teams and adjust the length of the quarters from one to three minutes and the difficulty of the game.



Season

Try to smash your way to the Super Bowl in Season Mode. Choose a team, then hit the road to chalk up wins and work your way up the ladder to the big Sunday game.

PLAYBOOK

Every team has three unique plays, so you'll have to adjust your strategies for every matchup. Teams also share a ton of offensive and defensive moves, and you can select them before each play.



In addition to these unique plays, your team sports a slew of basic offensive and defensive moves.



Learn to master your special maneuvers, and scroll through your playbook to plot your strategies.

MINIGAMES

For fun extras, charge into NFL Blitz's Minigames Mode. When you don't feel like playing a full game of football, you can try out the mode's four fun and informative activities to hone your on-the-field skills and knowledge of the game.



Rules

In the Rules section of Minigames, you can flip through pages of tips and hints depending on the challenges. Check out the tips to learn some moves and defensive tricks for conquering the game.



Playbook

Familiarize yourself with the different plays saved in one place by thumbing through the Playbook. The book reveals all of the game's offensive and defensive maneuvers, so learn the moves to head off your opponents at the pass.



Practice

Master the basics of passing, running and kicking in Practice. The training session features two minigames: Upgrades and Fourth-in-Gold. In Upgrades, you can practice locking field goals, while Fourth-in-Gold challenges you to make a single play to the end zone.



Trivia

For sports historians, the game offers Trivia, a quiz that gets to the nitty-gritty of everything football. The test lasts four quarters, and if you score 200 points or more in quarter one and three quarters, you'll receive a ranking based on your performance.



READY! AIM! FIRE!

Sure to make trigger-happy gamers happier, Telengames is treating the GBA to its first taste of first-person shooters. Like Doom, Quake and other half-way-missing, bad-guy-blasting games, BackTrack puts you in a maze of corridors stocked with gun-toting enemies. Cool weapons are the keys to a good shooting game, and BackTrack arms you with everything but the kitchen sink—chain saws, machine guns, laser rifles, slingshots and even vacuum cleaners are at your disposal. One to four players can take part in the outer space shootouts (via Multi-Pak play), so BackTrack's GBA action is a good bet for gunners on the go.



LOADING UP

Keep an eye out for enemies and be on the lookout for items strewn about the moon base. Track down the four types of items pictured below to boost your defensive and offensive power.



Armor

When in armor, require recharging weapons like shotguns and machine guns require armor. Grab clips to reload.



Weapons

The game comes loaded with these cool weapons. Stay weapon power-ups to bolster your arsenal.



Armor

If your armor rating is high, you'll be better prepared to withstand enemy fire. Shield yourself by strapping on armor.



Health

You won't survive if you're health is taking bottom out. Stay alive by picking up every health power-up you see.

THE SHOOTING RANGE

BackTrack lets the bullets fly in three different gaming modes. Solo shooters can adventure as Jim Track, who must free humans from an alien-infested base. Multiple players can enjoy two battle mode scenarios.



Single-Player Adventure

In the one-player game, you journey to the dark side of the moon to free the reducted humans from the alien invasion. There are over 100 levels to play, and you must explore 12 levels in three levels to beat them before you destroy the lunar colony.



Multiplayer Match

Using the Multi-Pak option, up to four players can compete in a multi-player showdown. Solo players can also take a shot at the mode by playing against three CPU-controlled rivals. In the basic shoot-out, you must be the last person standing to win.



Matrix Assault Multiplayer

In Matrix Assault, you're shooting for a target score. To change as the vector, you must be the first player to nail the magic number of hits. Avoid getting shot by pressing the L or R button to a side-step out of your enemy's range.

ON THE RIGHT TRACK

The 12-level adventure for single players is the main mode of BackTrack. The levels are large, and you'll need to return your steps once you've reached the end of the final level. To make it back in one piece, use the following basic tips.



Mapping It Out

Since every level of the game is like a giant maze, if you're lost or confused, blast all enemies, since many hold keys to locked rooms, and many rooms contain imprisoned humans whom you must free.



Last Gasp

The humans you must free are trapped in pods. If you come across a wounded human who's tied in a pod, talk to the person. The victim will reveal information to you, such as where you should go next or where you can find a switch or exit.



DOWN AND DIRTY

Kick up some dirt and blaze some trails with the leader of the motocross pack, Ricky Carmichael, in THQ's dirt bike race and freestyle stunt competition. Ricky and 15 other supercross superstars and eight pro freestyle dirt bikers roll out the racing thrills across 15 winding race tracks and four undulating track courses in *MX 2002*. Featuring Ricky Carmichael. While Ricky may get top billing in the game, the real stars are the tracks, which are long and treacherous, and the stunts, which are gravity-defying showstoppers. From high-speed excitement to daredevil trickery, *MX 2002* wheels out the best for motocross fans who are revving for action.



TUNE-UP

Grease monkeys can tinker with their bikes before they line up at the starting gate, so resoil your ride so it can handle the weather and roadways of your next race.



Tires
For outdoor tracks, use the RV 25 Hard tires. If road conditions are wet and muddy, go for the SV 44 Soft tires.



Muffler
On twisty tracks, outfit your bike with the light weight Pro Alu TX. For high speed, try the Pro Stiff RX.

THE NEED FOR SPEED

While the special US Open course is an indoor track, *MX 2002*'s other tracks are outdoor courses, where weather will take its toll. You can race on the outdoor tracks in Championship Mode and enter the competitions in the 150cc Class or the 125cc Class.



Inside Cornering
When approaching a turn, begin turning early to start into the middle of the curve. If you avoid making wide turns, you'll reduce the risk of wipeouts and increase your chances of overtaking rival riders around the bend.



Eat My Dust
Since you're already racing in the dirt, you might as well play dirty—try cutting off leaders who are trailing you. If you swoop in front of them as they try to pass, you can block them or even knock them down.



Gear Ratio
If you want to max out your top speed, the Gear V25 is the prime choice. For better acceleration, try the V03.



Shocks
Catch big air and make solid landings with BET Soft shocks, and gain control with AGS Hard shocks.



Tires
For slow and wet miles, tune low. Otherwise, turn it high to squeeze more speed out of your bike.

TRICKS OF THE TRADE

If you're into busting out stunts rather than breaking speed records, ride in the Freestyle Class. The eight stunt riders can pull off their tricks in Championship or Quick Race Mode, and you'll compete for style points.



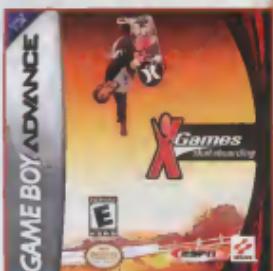
Evil Ways
The four trick tracks feature many hills and jumps for you to perform your airborne daring-do. You must also concentrate on staying on the road, so avoid getting too fancy if you're rehashing near a bend in the road.



One-Hit Wonder
Top-out on the easy-to-ride L and R Buttons, and you'll earn a Perfect Park achievement. If you try to bust too many stunts at once, you won't have time to prepare for your landing, so try only one trick per jump.



Perfect Landings
You'll learn pants for landing stunts. If you fall after attempting a trick, the judges will deduct points from your score, so be sure to reel your bike in so you can pull off every landing.



X MARKS THE SPORT

Konami goes to the extreme with *ESPN X Games Skateboarding*, a vert and slope park competition for shredders who love monster air and fancy footwork. As you compete for points and "skills" to earn new tricks, you'll ride up halfpipes, jump over water hazards and explore skate parks shown through shifting camera angles and close-ups. Don't expect Tony Hawk's Pro Skater (he's noticeably absent from the game)—*X Games Skateboarding* isn't about collecting items. Instead, the game emphasizes the stuntness of the showy sport, and its dozens of combos and cool tricks will keep button-smashing fingers busy to the extreme.



SKATERS

Though Tony's nowhere to be seen, *X Games* does fine with eight other pro skaters, including Bob Burnquist, each skater has unique attributes, and you can build up your skills to overcome your rider's weak points.



Bob Burnquist
Jump *******
Speed ******
Balance *******



Rick McCrank
Jump ********
Speed ******
Balance ******



Chris Sosa
Jump *******
Speed *******
Balance ******



Chad Farnandez
Jump *******
Speed *******
Balance *****



Lincoln Ueda
Jump ******
Speed *******
Balance *******



Carlos DeAndrade
Jump ******
Speed *******
Balance *******



Colin McKay
Jump *******
Speed *******
Balance *******

VERT

For halfpipe stunck, pull into Vert Mode. The high-flying trick competition features a Freestyle Mode for practice and two timed slopeboarding modes—the championship *X Games* and the insane X Rage.



X Games

In the *X Games* Vert competition, you'll perform to win points and a medal. Judges will award you a score based on the best of two 45-second sessions. If you make enough points, you'll move on to another city to compete in the next tier of halfpipe competition.



X Rage

To go start crazy, play X Rage. Just pull out vert and extreme stunts off the halfpipe to fill up your X-Gauge. When you've topped it out, the Dragon Gear will appear. Snag it for a boost into the stratosphere, where you'll have time to string together a super combo.

PARK

At the Park, you can roam from ramp to ramp in search of rails to grind, halfpipes to launch from and other choice spots to show your skills. The camera will zoom in whenever you enter a halfpipe, so you'll always have a good view of the action.



X Games

To win the prize in the *X Games* Park competition, you must use the area's obstacles and ramps to execute tricks. You have two tries to go for a high score, and judges will base a 60-second session on a 100-point scale.

ADVANCE WARS

Atten-hut! Prepare to advance to the front lines of fun.

Even if strategic planning isn't something that normally gets your flag waving, the turn-based commanding and conquering of military units in Advance Wars is so easy to manage and the stylized characters are so engaging that the game has immediate appeal. And the appeal is almost universal, too—Advance Wars isn't like some insider's game that only General Patton could understand. Advance Wars is a battle of wits that plays like an intense board game, and you're always struggling to stay one move ahead of your opponent as your tanks, aircraft, boats, artillery and foot soldiers won't get out of the pass. By land, sea and air, you'll move your troops across varying terrains to conquer your rivals' bases. Every type of unit has its strengths and weaknesses, and much of the fun

COMMENTS: **Jason**—It's like playing chess on a mine field—one false move could spell the end, but careful planning will get you through. Don't cheat yourself by thinking this war isn't worth fighting.

Alan—It combines the depth of a PC-based strategy game with the easy control and playability of a Game Boy title. It's got the best multiplayer mode of any GBA title so far. **Drew**—It's the deepest, most enjoyable strategy game ever made for a handheld platform.

5

GAME BOY ADVANCE
1 to 4 players
Multiplayer
Genre: Lite strategy
(Multi- and Single-Player)

AM 5
M 5
D 5
J 5
Z 5

EVERYONE
E
CONTROLLER
Mild violence.

nintendopower.com

LADY SIA

TDK's princess of power lights her kingdom.

Giving Xena a run for her money, TDK Mediactive is introducing its very own warrior princess, Lady Sia, a magical swordswielder who's out to put the royal hurt on the beauty Tiana who's enslaved her people. The side-scrolling sword-and-sorcery adventure spans a whopping 36 levels, and in every level, you must fend off Waspsmen, Chameleons and other wild enemies using your sword and fireball-shooting ring, which is powered by gems you collect. Your quest will also have you seeking out captured villagers, switches to flip and hearts to restore your health.

Apart from some decent areas and simple puzzles, the platform setup of the game is fairly standard, but it's the game's graphics that make Lady Sia stand apart. All of the characters and backdrops in Lady Sia are

4½

GAME BOY ADVANCE

• TIME: 10 hours
• 36 levels
• 4 worlds

EVERYONE
E
CONTROLLER
Mild violence.

SPIDER-MAN: MYSTERIO'S MENACE

Of Web-Head's game will make a true believer out of you.

As technically top-notch as the web-slinger's N64 outing, Spider-Man's debut on GBA is an arm-picked side-thriller that's fun to look at as his comic books. Activision's one-player Spider-Man: Mysterio's Menace stars your friendly neighborhood wall-crawler, and developer Vicious Visions has managed to capture Spidey's agility, gymnastic grace and trademark superpowers. Thanks to fine-tuned controls and an intuitive button scheme, players will have no problem pulling off moves, such as crawling up walls, entangling things with webbing and swinging like Tarzan. Even Peter Parker's Spider-Sense comes into play, giving you a tingly warning when danger is coming from off-screen. The Marvel Comics melee boasts great level design that requires you to

4½

GAME BOY ADVANCE

• Action/Adventure
• 1 player
• 7 levels
• 4 Spidey sets

EVERYONE
E
CONTROLLER
Mild violence.

GAME BOY ADVANCE

• Action/Adventure
• 1 player
• 7 levels
• 4 Spidey sets

EVERYONE
E
CONTROLLER
Mild violence.

NOW PLAYING | 123

122 | NINTENDO POWER | OCTOBER 2001



JIMMY NEUTRON: BOY GENIUS

Foil an alien plot with the smartest kid in class.

Deseret set's the only brainiac around. Nickelodeon is on the verge of launching a feature film and TV series starring computer-generated whiz kid Jimmy Neutron, and THQ is blasting off with the boy genius's sharp-looking platformer. As the earth-tired 10-year-old or his robot dog, you'll soar across scrollin' worlds, using shrink rays, jet pads and other gadgets to gather rocket parts and otherval collectibles.

From Lindbergh Elementary School to the Braxton Amusement Park to the Yolkin Moon, every level of the game boasts shiny, happy graphics and inspired variety. Whether you're using a roller-coaster car to cruise to hard-to-reach items or piloting your rocket in a supersonic behind-the-ship flight through an asteroid belt, acing 100% will be

a challenge. It's debatable, however, whether reaching that goal will be exciting for everyone—*Jimmy Neutron: Boy Genius* features cleverly laid out areas, but they're not bursting with all-out action. Big brains don't equal big fun, and the mild thills make the boy genius's colorful adventure more suitable for young players. More experienced gamers will enjoy the one-player adventure if they dig Jimmy or don't mind a laid-back co-op career. Wisely, though, THQ has added Multiplayer Platform and Race competitions, and the smart additions are perfect for all ages.

COMMENTS: **George**—Good graphics, a lot of action and fun music make this game a bener-than-average cartoon-based side-scroller. **Jill**—It's slow-moving but a little addictive. **Andy**—It's well suited for Jimmy's audience—a too-young-to-read audience. **Jenni**—It's not the hardest game in the world, but it's very well done.



3½



GAME
BOY
ADVANCE

• THQ 2001
• 1 to 4 players
• Side-scrolling
• Game Link connector
(Multi-Pak only)

ALIN ★★★★
JENNIE ★★★★
ANDY ★★★★★
JILL ★★★★★
EVE ★★★★★
EVERYONE Mild violence.



DISNEY'S ATLANTIS: THE LOST EMPIRE

Immerse yourself in adventure leagues beneath the sea.

Coinciding with the theatrical release of Disney's *Atlantis: The Lost Empire*, THQ's Game Boy Color version of the deep-sea adventure hit stores this past summer. Now, THQ's Game Boy Advance version is ready to make a splash, and it's a completely different platformer—spruced up with faster movement, responsive controls, sharp animation and realistic sounds. While the GBC version allowed you to play as Milo and the members of his crew, the GBA version ditchs the character-swapping puzzle element for more straight-ahead platformer action with Milo starting as the only playable character.

What deep-snow the GBA version of *Atlantis* is that the 10-level sea quest gives you no compelling reason to play it. Collecting crystals isn't necessary if

you find them all, the payoff is that you unlock the credits, while collecting all the Bonus Letters earns you unlimited use of weapons. Having an endless supply of dynamite or boomerangs isn't a bad deal, but it's not something you desperately need, especially when the game is practically enemy-free. Since you can pretty much pass up the collectibles, the object of the game becomes reaching the exit, and that's thrilling only in the intense time levels.

Atlantis features fun cameos from the cast of the cartoon and lots of things to collect, so if you're all about exploring and scoring 100%, you'll have a good time. But if you're not self-motivated, you might find little reason to keep an eye out for the Lost Empire.

COMMENTS: **Jenni**—It's surprisingly fast-paced. It looks good, the play control is smooth and the cut scenes are lovely. **Drew**—I liked the acrobatic flips and the variety of climbable surfaces.



2½



GAME
BOY
ADVANCE

• THQ 2001
• 1 player
• 11 levels

ALIN ★★★
JENNIE ★★★★
ANDY ★★★★
JILL ★★★★
EVE ★★★★
EVERYONE Mild violence.



NFL BLITZ 20-02

Touch down with Midway's taurous football Pak.

The NFL Blitz series is known for its in-your-face, bone-crushing arcade chaos, but somewhere on its way to the GBA, it dropped the ball. While the gridiron great still sports dozens of plays, outrageous codes and action without all the micromanagement, Blitz seems to have gone soft. No longer charging forth with the same aggressive gusto, NFL Blitz 20-02 features run-of-the-mill tackling that seems more like Madden than the over-the-top sacking that Midway's game made famous (you can't even bounce after the whistle's blown). Blitz families even more by not including any multiplayer modes, but the extras, such as Trivia Mode and field goal lock practice preserve Blitz's hard-hitting fun for hard-core enthusiasts.



2½



• Midway 2001
• 1 player
• 21 NFL teams
• 4 minigames

ALIN ★★★★
JENNIE ★★★★
ANDY ★★★★
JILL ★★★★
EVE ★★★★
EVERYONE Mild violence.



DRAGON WARRIOR MONSTERS 2

Adventure with two games and too many monsters.

Enix's latest spin-off from its Dragon Warrior RPG series comes in two versions: *Dragon Warrior Monsters 2: Cob's Journey* and *Dragon Warrior Monsters 2: Taris' Adventure*. The critter-collecting Paks feature similar stories, but each game stars a different hero and features unique keys, which you can trade via Game Link Cable to its companion Pak to unlock new areas. The RPG game focuses on Pokémons-style breeding and battling, and Enix went nuts with the monster management aspect of the games. You can cross every monster with another to come up with an all-new species, and you can max-and-match well over 300 beasts and train them to be fighting machines. Enix should be commended for pumping up its mon-

ster mishmash with staggering possibilities, but only the most obsessive fans will get a kick out of finding the beasts—everyone else won't get much out of the quest, since the basic adventure is just a means of getting you to meet new creatures.

Enix's games are dead ringers for the *Zelda* GBC games, but beneath the graphics is a minimal quest. DWM2 is really intended for completists who are deep into breed-and-battle RPGs, and the players who love catching 'em all for the sake of sport will love both versions of the game and the secrets they hold.



COMMENTS: **Alan**—It lacks the traditional charm and fun of a Dragon Warrior game. There's not much in the way of items, weapons or sensor to find, so the entire game is really about nothing more than finding new and different critters. **Jenni**—The game has lots of breeding and a solid adventure. It's deep and complicated, and Pokémons fans who have already blown through Crystal might want to give it a try.



• Enix 2001
• 1 to 2 players
• Side-scrolling
• Over 300 monsters

ALIN ★★★★
JENNIE ★★★★
ANDY ★★★★
JILL ★★★★
EVE ★★★★
EVERYONE Mild violence.



ALSO PLAYING THIS MONTH

GARRET RACERS

Conspiracy's Gadget Racers looks cartoonish, but after one fast drive, it's clear that this is a game built for pure fun and thrills and spills. Brute-handling and fast physics make it an easy-to-learn thrill-seeking test of driving prowess. Gated off with easy-to-learn graphics, multiple races, and competitive modes of racing, tracks and tons to tinker with, Gadget Racers deserves to be one of the leaders of GBA racing titles.

BACK TRACK

Take a break from the first-person shooter genre. Telus games comes close to it with its own with the GBA's *Frontline: Duke Nakamura* is a run-and-gun game. The impressive rotting 3-D effects and button-smash movement keep the action on track, but the side-action and puzzle will keep only big time shooting fires coming back. Everybody else will want to set their sights on Back Track's fast action title—it's excellent multi-player mode.

LEGO ISLAND 2: THE BRICKSTER'S REVENGE

• 1 to 4 players simultaneously
• 1 to 4 players simultaneously
• Game Link compatible
• Multi-Player only

Don't confuse this with the GBC's simplistic *LEGO Island 2* that came out several months ago. The GBA's version of *The Brickster's Revenge* has been rebuilt block by block, and it's a far superior adventure. Every step of the way, you'll come across diverse arcade minigames (over 20!), unsexy dialogues, and madcap side quests. With tight controls and multi-player competitions, *LEGO Island 2* is well-constructed fun for all ages.

TANG TANG

• 1 to 2 players
• Multi-Player only
• 1 player

A character-based puzzle game along the lines of Solanum's *King Hello*. *Tang Tang* is Cube and Loobie's *Tang*, Tang gives you control of a cube and a loobie to move around the screen to turn over cubes and smash floating blocks. The setup puts you in the cube, and then changes to the need for evasive maneuvering further type the platformer game with puzzle solving. Challenging and great fun, *Tang Tang* is more than it seems it twice.

F-14 TIGCAT

• Mission/20 Missions
• 1 to 4 players simultaneously
• Game Link compatible
• Multi-Player only

Turn and Burn No Fly Zone, the Super NES dogfighting series, is cleaned up and taken to the GBA's recording of its *F-14 Tomcat*, and the updated fire action delivers top gun lessons—especially in the very replayable Multiplayer Mode. Mission loadings, air refueling sessions and systems of MUs and levels of subs to splash help *F-14 Tomcat's* flight soar above most aerial shoot-'em-ups.

VIEW IN BLACK

• Dress/12 Missables
• 1 player
• 2 playable characters
• 8 levels

Based on an animated series that was based on a movie that was based on a comic book, *Men in Black* for GBA is a side-scroller set on almost every standard platform element around. As either Jay or Kay, you must climb ladders and scale lfts to hunt down alien scum. Unbelievable play control and hot, hot action make this one's decent uncanny clear when they should be, but MIB fans will love the grandiose attitude, unusual objectives and high-tech weapons.

SWISH

• Dressup/22 Missables
• 1 to 3 players simultaneously
• Game Link compatible

If you replaced the bubbles in *Bust-a-Move* with happy faces, you'd have *Swish*. Based on a popular computer shareware program, *Swish* challenges you to bust bubbles by shooting groups of pieces to eliminate them. This game isn't like *BAM*, but *Swish* is a puzzle game, adding a few new power-up pieces and some decent graphics and sound. It's nothing new, but it's enough to tide over *BAM* fans with its precision puzzle game play.

ESPN X GAMES SKATEBOARDING

• Kinect/14 Missables
• 1 player
• 71 rides

Chasing not to see who's the shredder, *Tony Hawk's Pro Skater*, *Skateboard*'s latest, taking pains onлагging, race collection and stick with what *ESPN's X Games* are the highlights of the game, and slick jump and camera angles highlight the action at hand. The entire session is about tricks and big combos, and if you like tests of manual dexterity, *X Games* will keep your fingers busy.

HDX 2002 FEATURING GUY CARMICHAEL

• Tilt/12 Missables
• 1 player
• 24 rides
• 17 tricks

THQ lets the madly in a dirt bike race and stunt game starring super-cross superstar, *Ricky Carmichael*. The ride is exciting once the steering is tight and the body of tracks race every which way. A motocross race would've been nice, and the stunt work is limited, since you pretty much need to be airborne to bust them off. Still, *HDX 2002* makes the most out of what it delivers—plenty of ways to ride and plenty of places to do it.

STUART LITTLE: THE JOURNEY HOME

• Activision/Missables
• 1 player
• 6 levels

Just because *Stuart Little* is the Journey Home is meant for younger gamers who love taking mouse's move, don't dismiss *Activision's* platformer as some Micky Mouse game. *Stuart Little: The Journey Home* is a very nice game. The Journey Home more than speaks to even eight more hours levels of side-scrolling fun, and the charm and variety of this game are sure to appeal to the tots like choose to a mouse.



4½



4



4



3½



3



2½



2



2



2

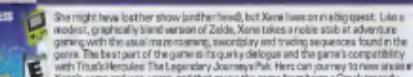


3½

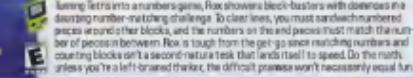
WORLD WRESTLING FEDERATION RETRIBUTION

• THQ/Missables
• 1 player
• 4 playable characters
• 8 levels

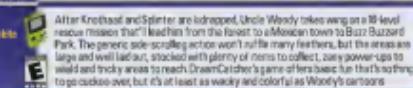
Despite the fact that you can play as *The Rock*, *Steve Austin* or *Triple H*, none of *Betrayal's* when-burn action takes place in a wrestling ring. Instead, the basic "pin 'em out" isn't even a wrestling game—it's a side-scrolling street fighter akin to *Final Fight*. A fretically cheesy story, fun weapons and multiple hits to its power up to a wrestling pain will make *Betrayal* that page's champ for wrestling fans, but it's the spiffy controls and more hours of grinding will leave others stone cold.



3



2½



2



2

CRITICAL MASS

Each game's overall score is an average of all of the critics' scores. To describe their unique personal tastes, each of NMP's diverse critics has ranked 10 game genres in order of preference, with the favorite type of game appearing first.

ALAN:



ANDY:



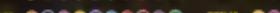
CHRIS:



DAN:



GEORGE:



JASON:



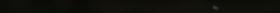
JENNIFER:



JILL:



OLIVER:



SCOTT:

SUSIE:



3



3



2½



2



2



2



2



2



2



2



2



2

2

2

ESRB RATINGS

To contact the ESRB, call 1-800-377-5777.

The Entertainment Software Rating Board evaluates each game's content and assigns one of the following ratings to reflect the appropriate age group for the game.

EARLY CHILDHOOD

TEEN (13+)

ADULT (17+)

EVERYONE

MATURE (17+)

Rating Pending

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Mild Violence

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